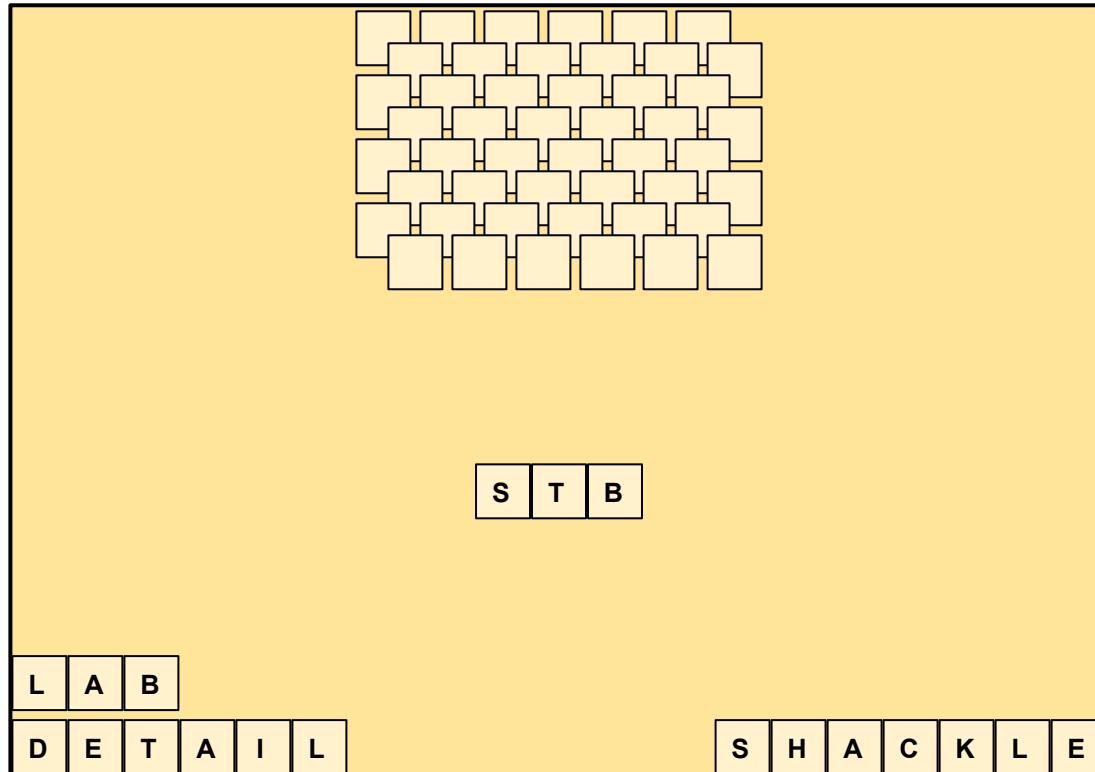# Anagrams With Fiends

Damien Jiang, Bethany LaPenta,
Leon Zhou, Ben Zinberg
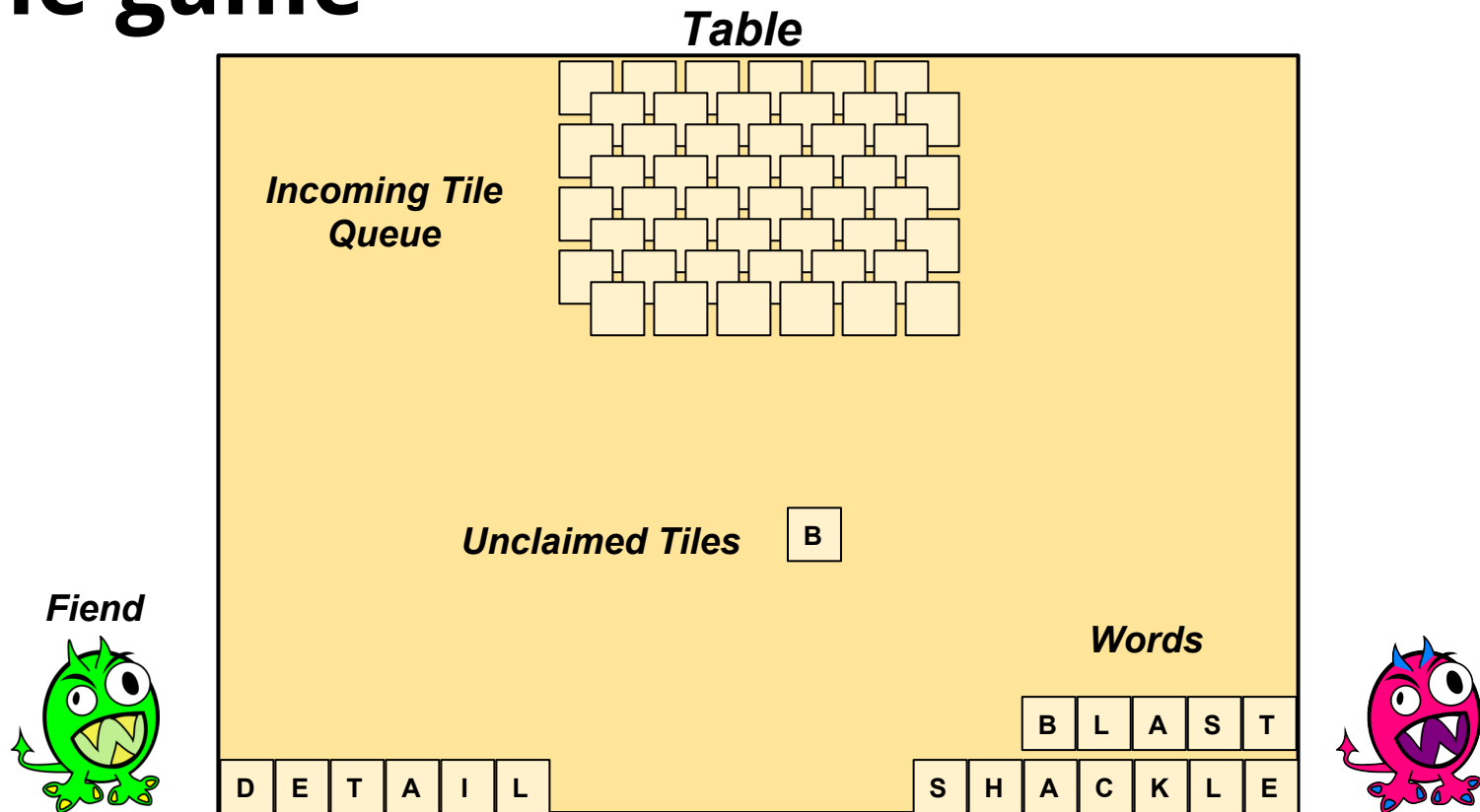
The game

The game

The game

Table

Incoming Tile Queue

Unclaimed Tiles B

Fiend

Words
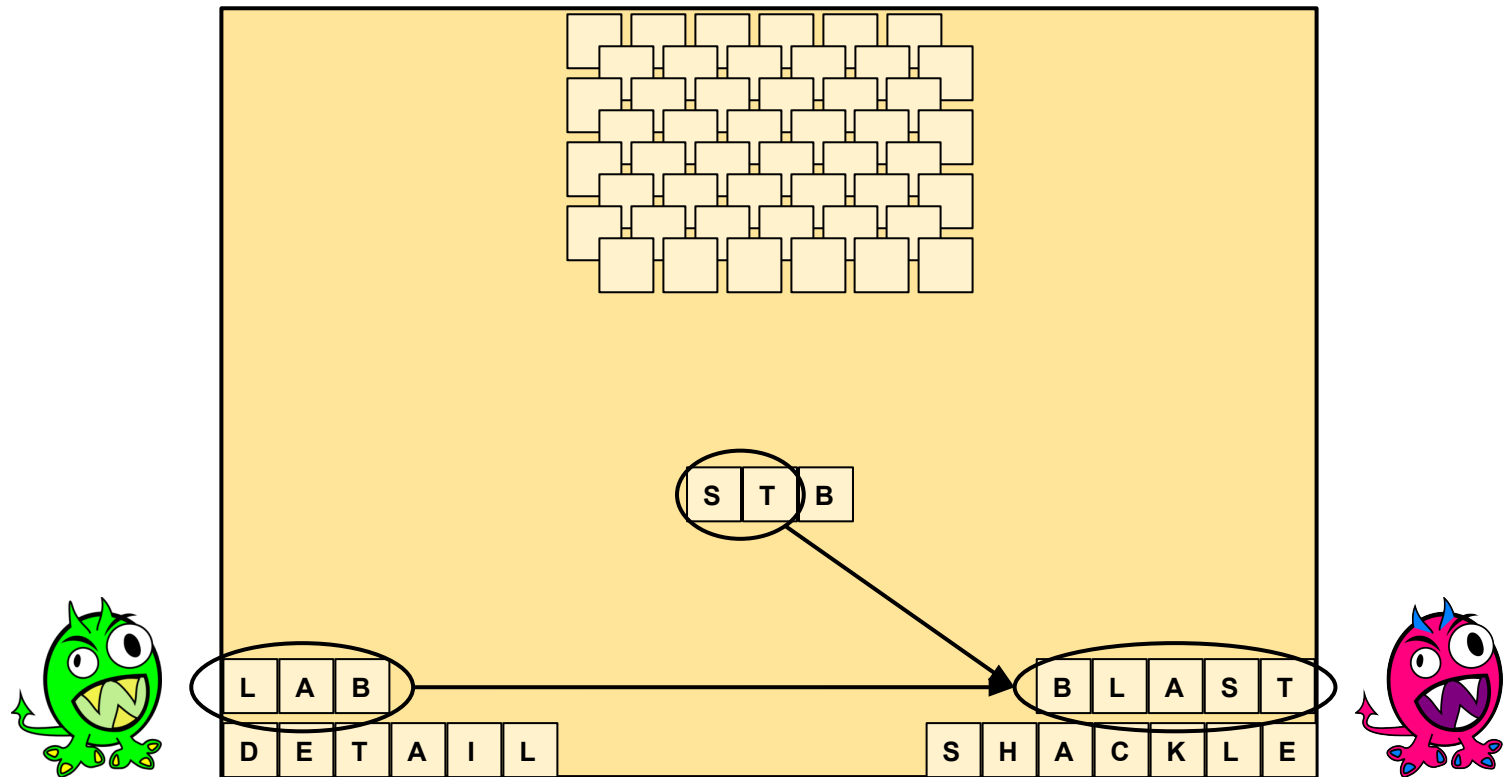
| B | L | A | S | T |

| D | E | T | A | I | L |

| S | H | A | C | K | L | E |

Concepts

LOBBY - system by which users can find/enter tables with other users
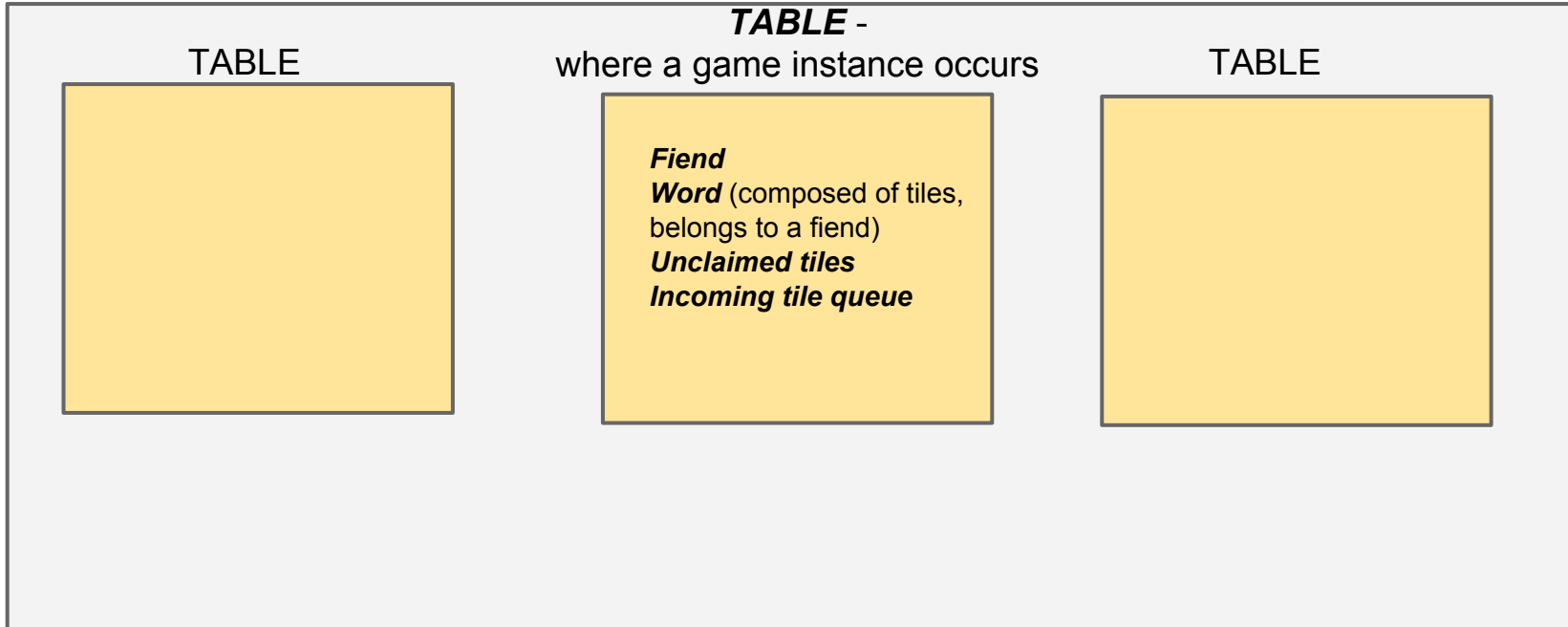
TABLE

TABLE -
where a game instance occurs

TABLE

Fiend
Word (composed of tiles,
belongs to a fiend)
Unclaimed tiles
Incoming tile queue

Risks

- How do users find the right opponents?
  - Lobby system
  - Rankings (would be ambitious) and suggest players of similar rank
  - Fallback: assume users already know who they want to play with

Risks

- How do users find the right opponents?
  - Lobby system
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  - Fallback: assume users already know who they want to play with
- What if live updating is infeasible?
  - Alter rules of game to be turn-based