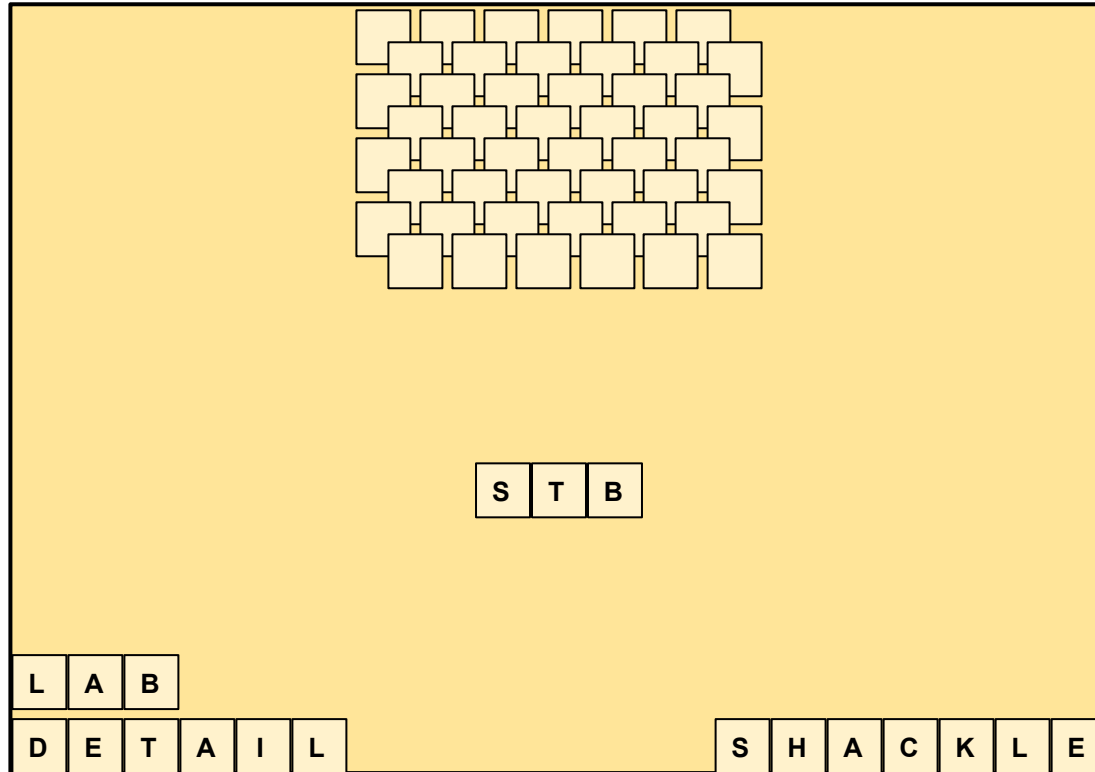


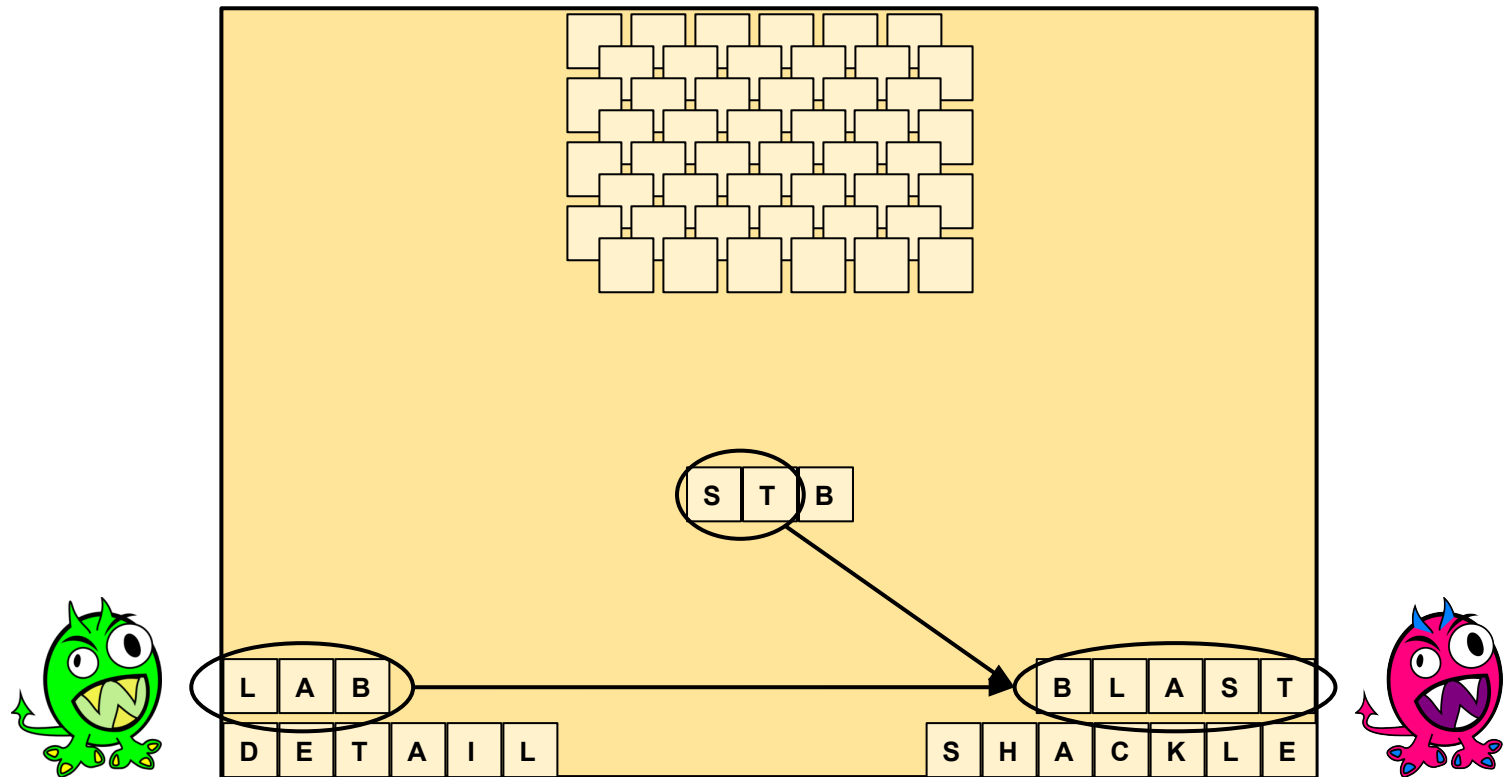
# **Anagrams With Fiends**

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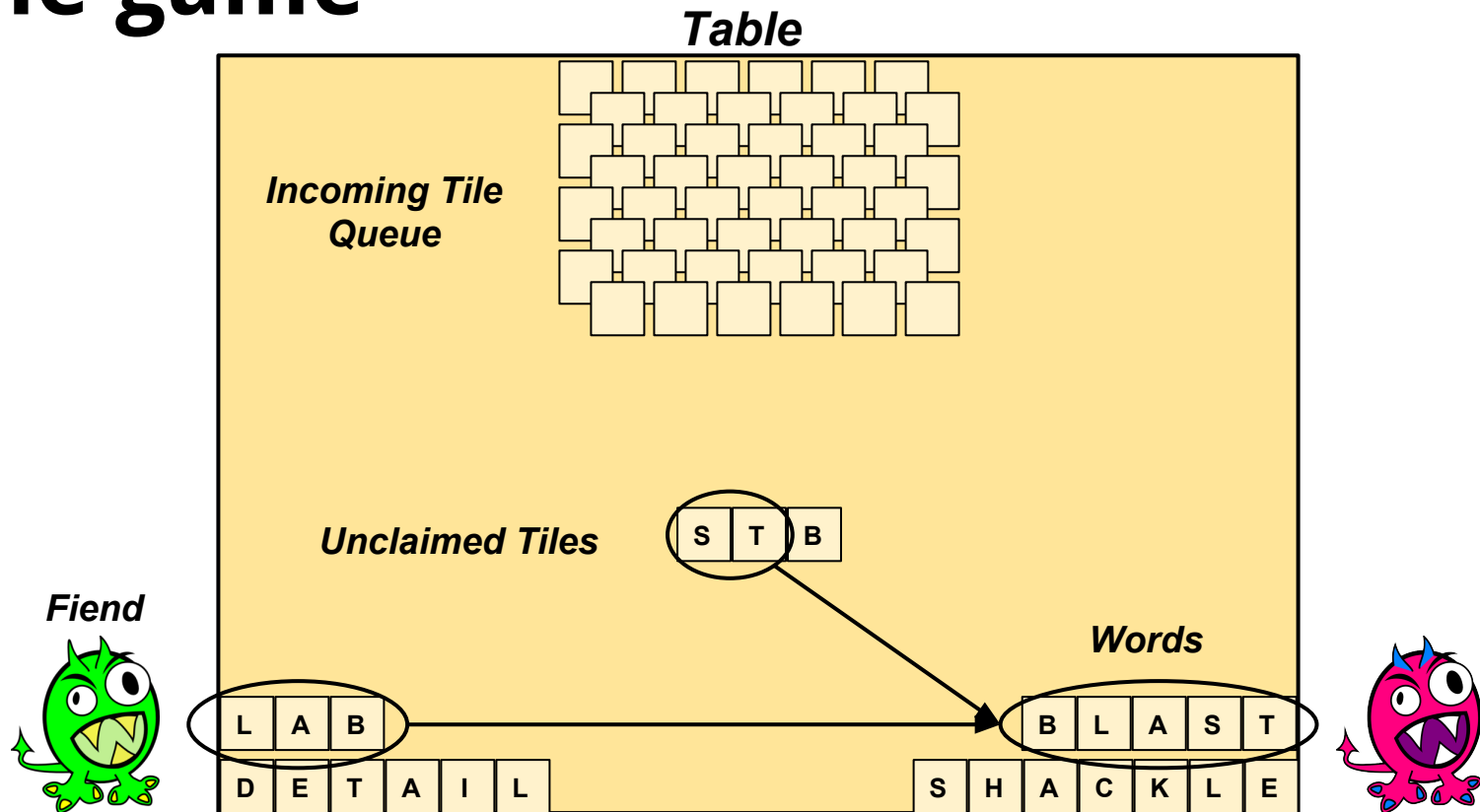
# The game



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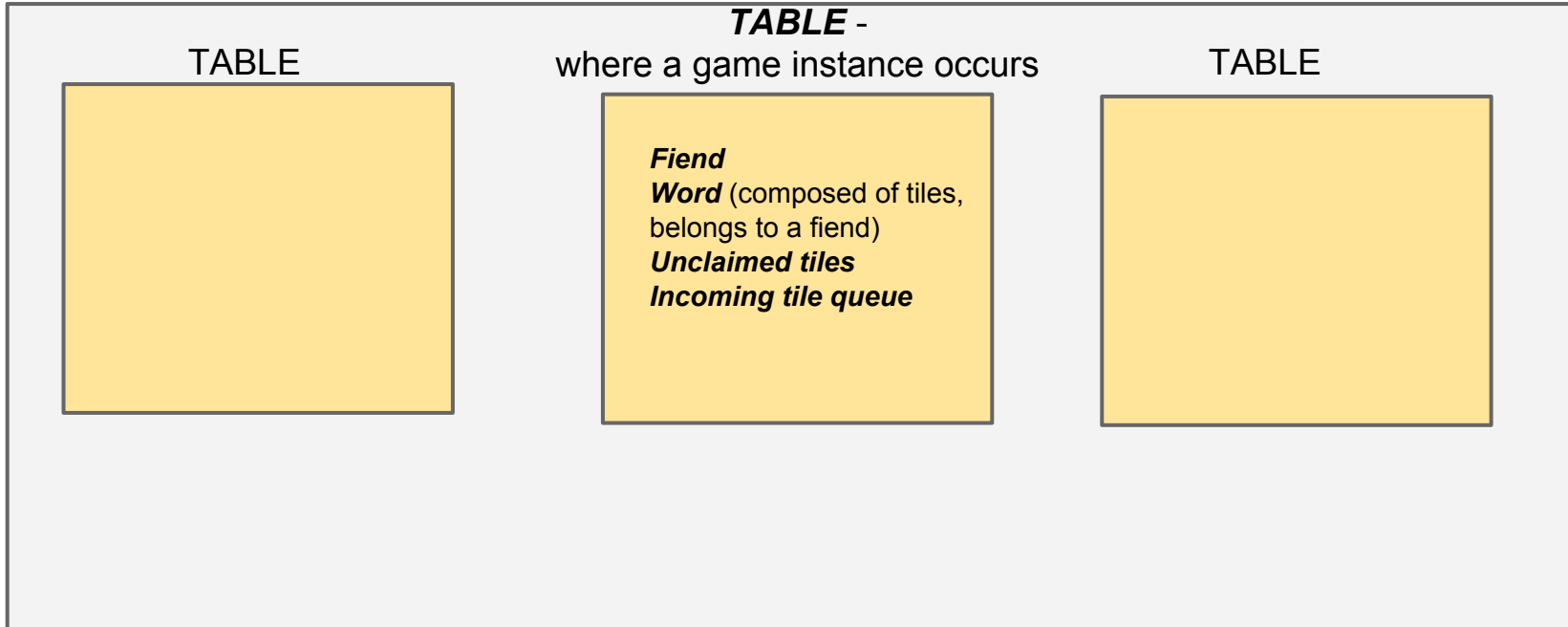


# The game



# Concepts

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



# 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
  - Rankings (would be ambitious) and suggest players of similar rank
  - 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