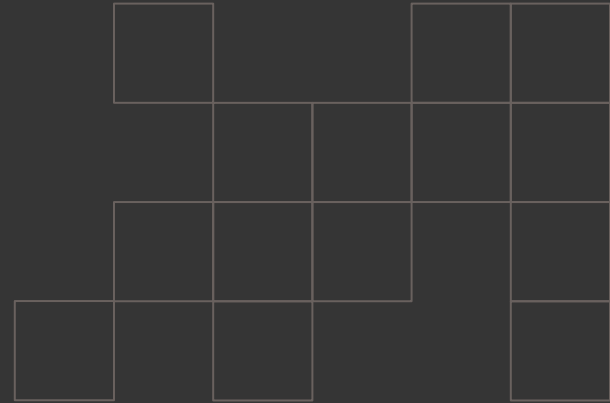


Stella Parker, Ben Klein, Emily
Perez, Franco Barra

Milestone 1: Game Decision & Wireframes

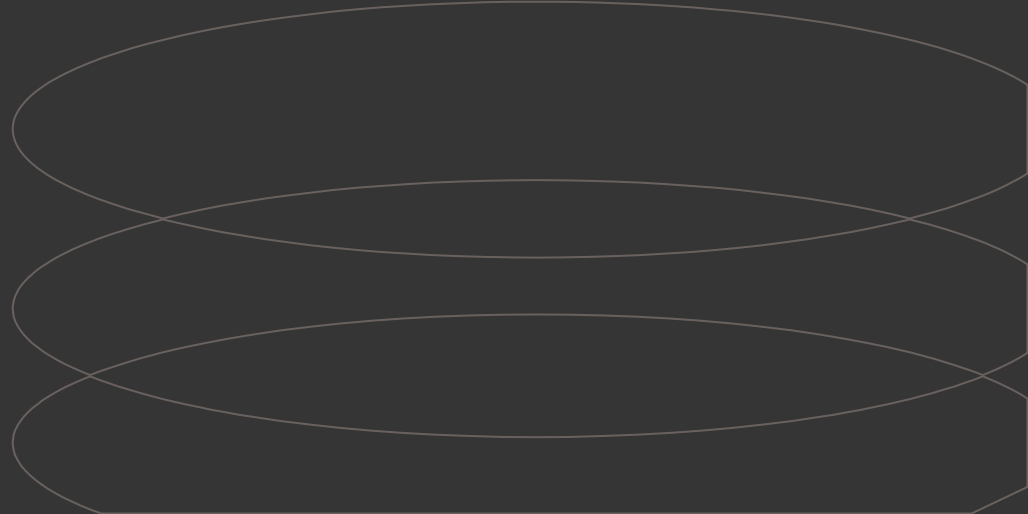


ew.



Features

- Sign in/Sign out
- Lobby chat
- Multiple games at once
- Create new lobby
- Join lobby by code
- Sharable codes to invite friends
- Game Specific Features
 - Skip Turn
 - Draw New Tiles
 - Repick Tiles
 - Select/Deselect Tiles
 - Play Tiles
 - Submit Word (End Turn)
 - View Tile Bag



Technologies

Database:

- PostgreSQL:

Hosting Service:

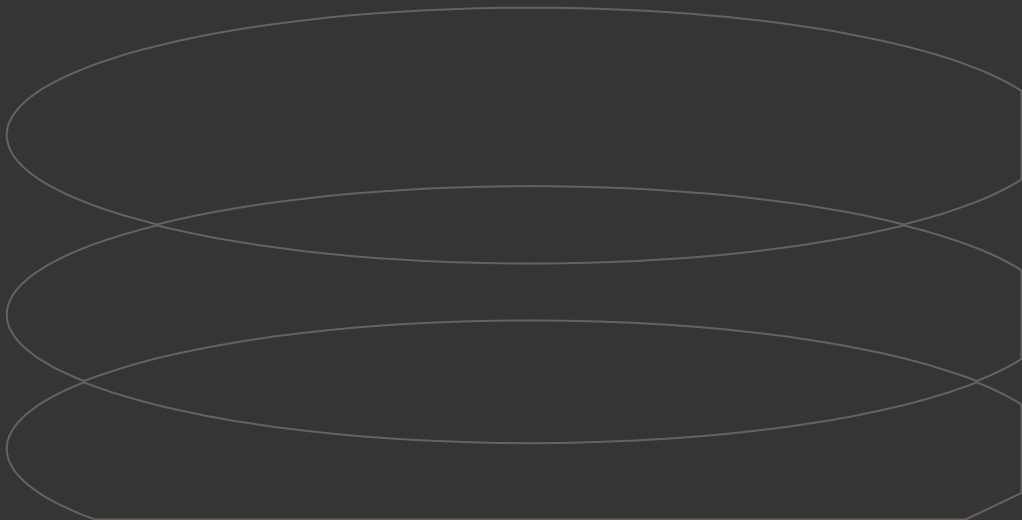
- Render

Backend:

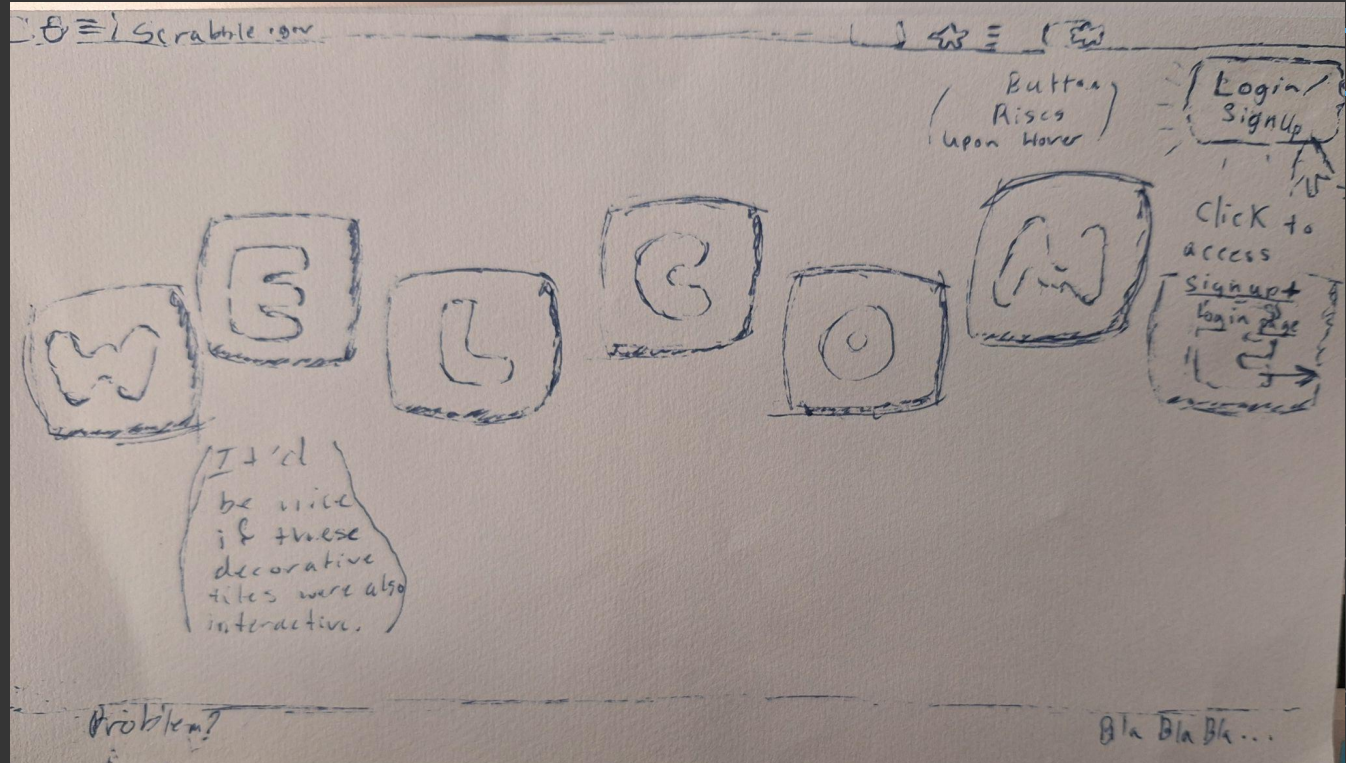
- Node.js
- ExpressJs

Frontend:

- EJS (Templating Engine)
- Tailwind (CSS Utility Classes)



Landing Page (signed out)



Log In Screen

HOME

Log In

APP LOGO

Email: [

]

Password: [

]

Log In

← (Button → navigates to "signed-in Landing")

Don't have account? [Sign up]

→ (navigates to Sign up page)

Forgot Password

→ (optional Link → Password Reset)

Sign Up Screen

A hand-drawn wireframe of a sign-up screen. At the top is a rounded rectangle labeled "SIGN UP". Below it is a long horizontal rectangle labeled "APP LOGO". Underneath the logo is a large rounded rectangle containing four input fields, each with a label and a placeholder character: "Email : []", "Username : []", "Password : []", and "Confirm : []". Below this form is a rounded rectangle labeled "Sign up" followed by a left-pointing arrow and the text "(Button -> navigates to 'Sign Up')". At the bottom is a rounded rectangle containing the text "Already have account? [Log In]" followed by a right-pointing arrow and the text "(navigates to 'Log In')".

SIGN UP

APP LOGO

Email : []

Username : []

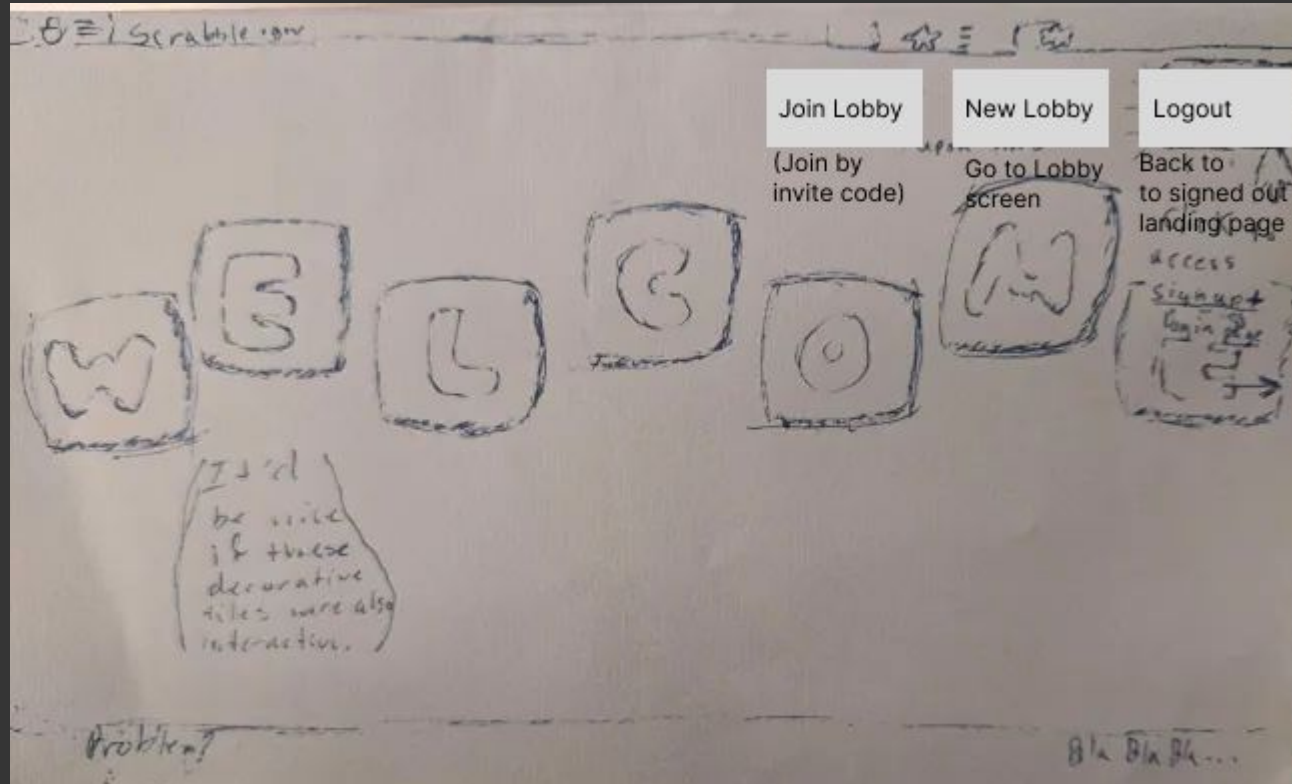
Password : []

Confirm : []

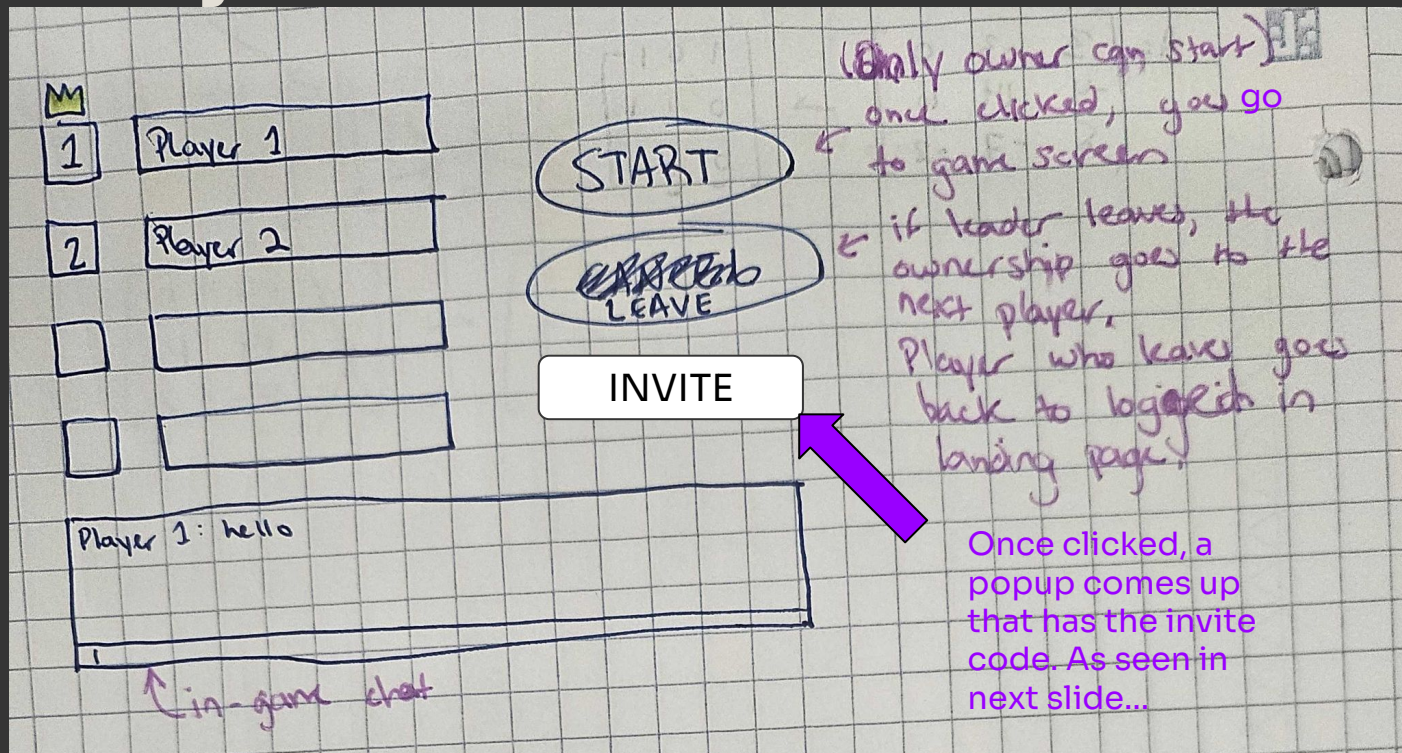
Sign up ← (Button → navigates to "Sign Up")

Already have account? [Log In] → (navigates to "Log In")

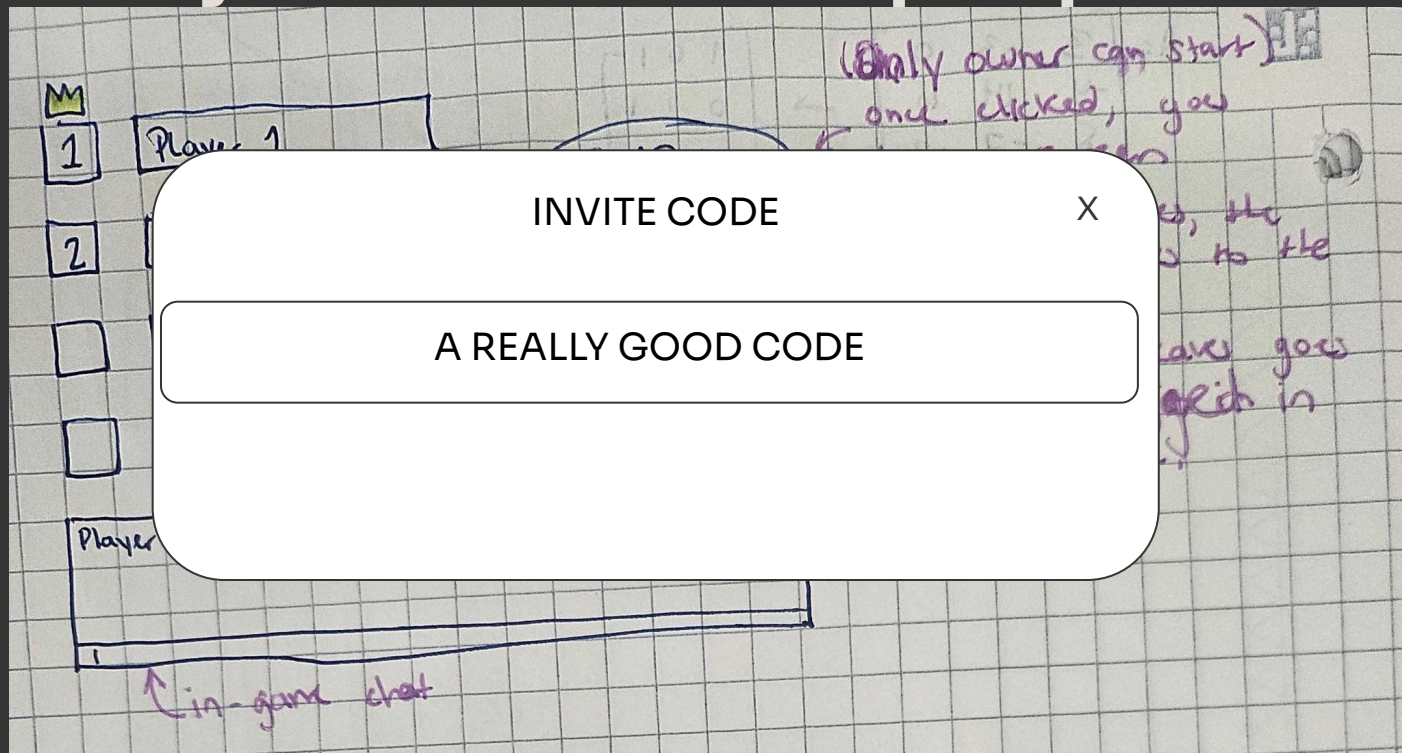
Landing Page (signed in)



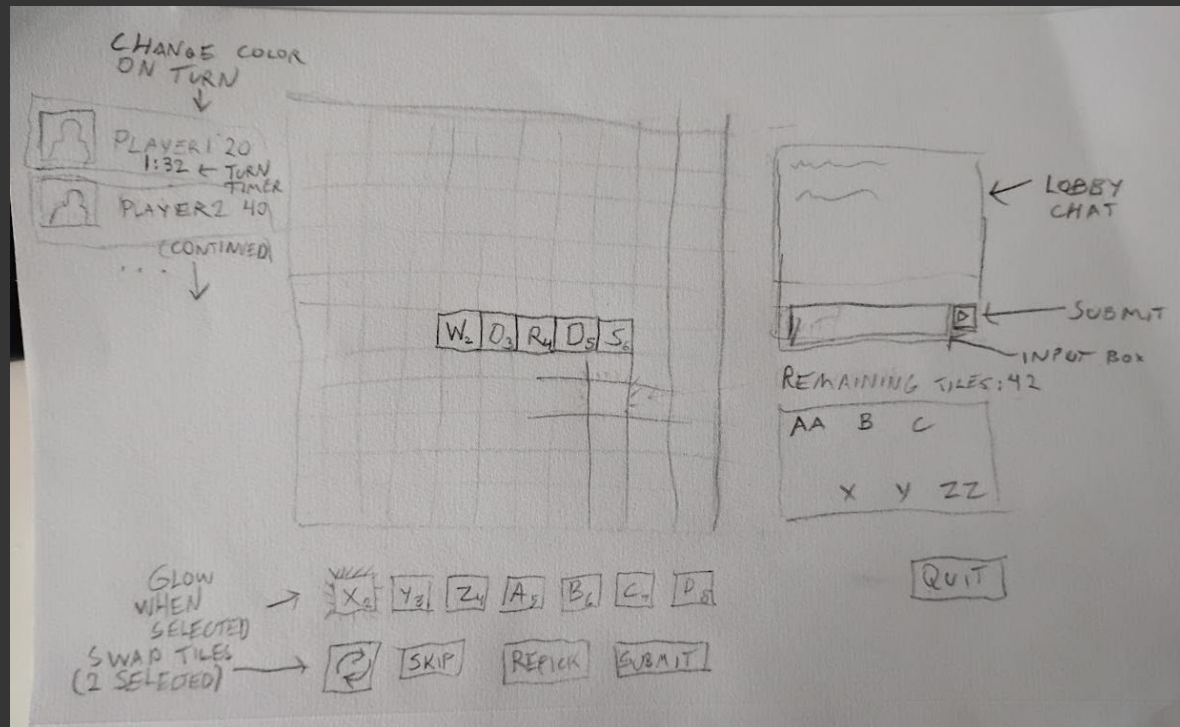
Lobby



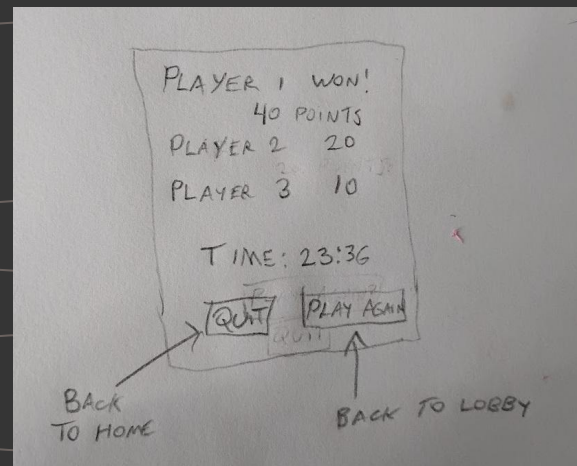
Lobby Invite Popup



Game Screen



Results (Popup)





Thank you

Any questions?
Ask away!