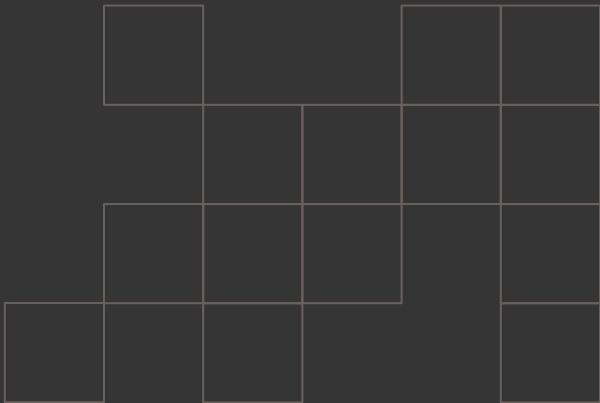


Stella Parker, Ben Klein, Emily  
Perez, Franco Barra

# Milestone 1: Game Decision & Wireframes

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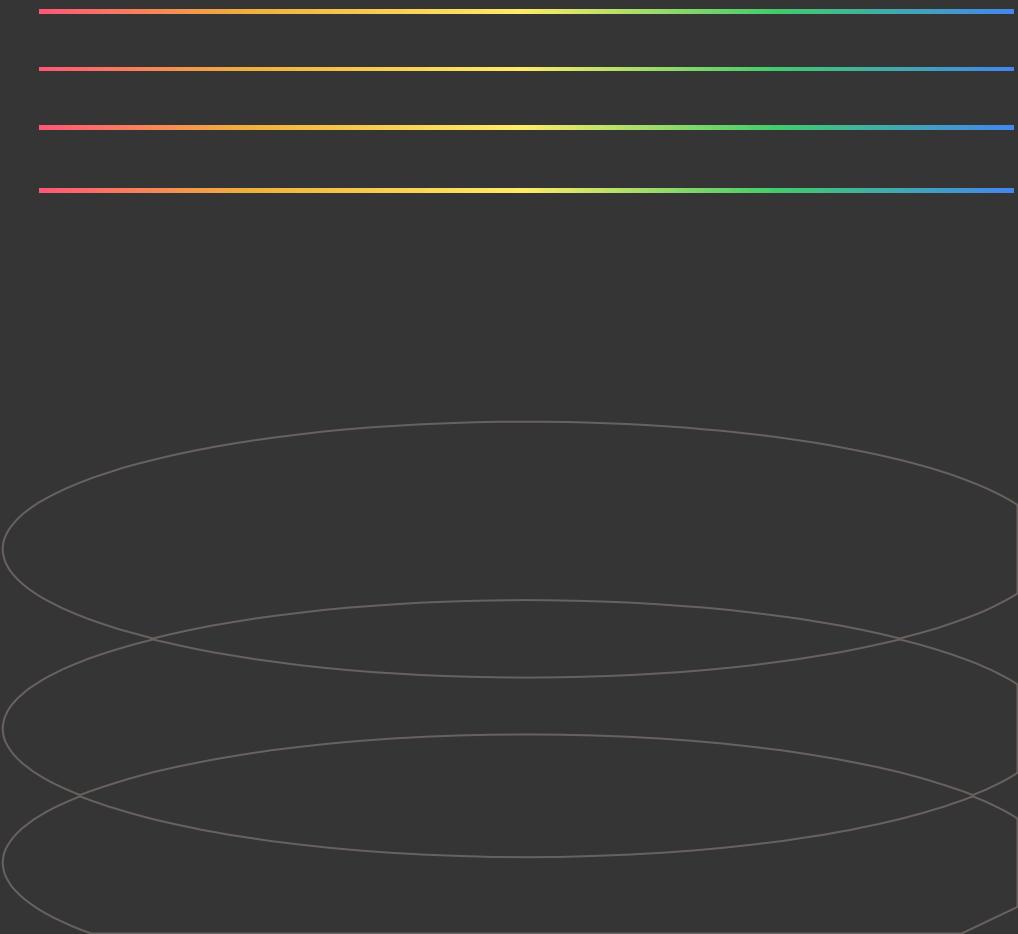
# Project Overview: Scrabble

Scrabble is a classic word game where players use letter tiles to form words on a grid. Each word formed scores points based on the value of the tile and the bonus point squares on the board. The game ends when the tiles run out, and once one player empties their hand of all tiles. The highest scoring player wins.

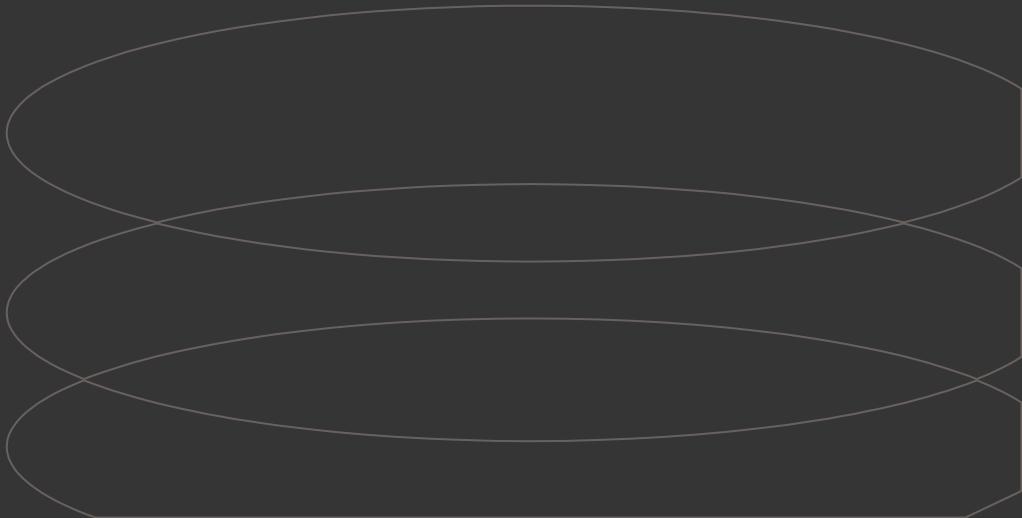


# Features

- 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

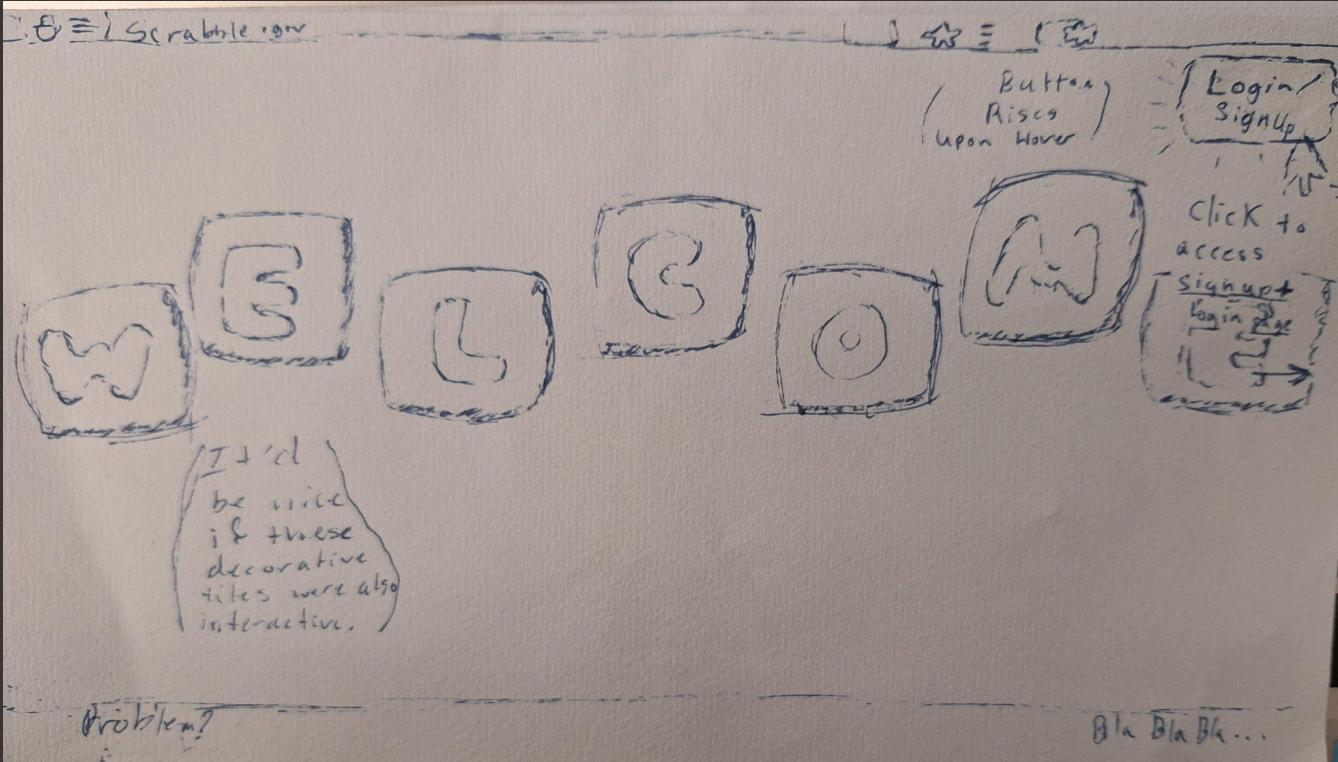
## Backend:

- Node.js
- ExpressJs

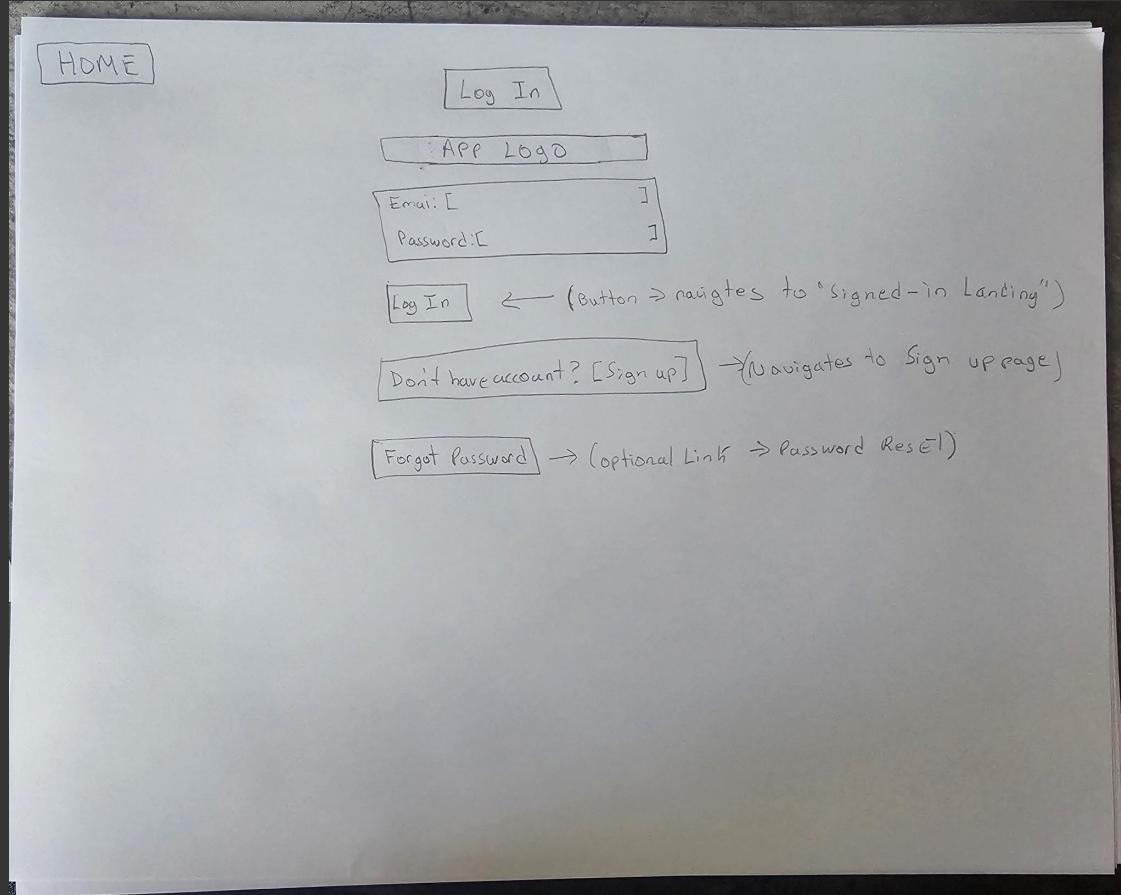
## Frontend:

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

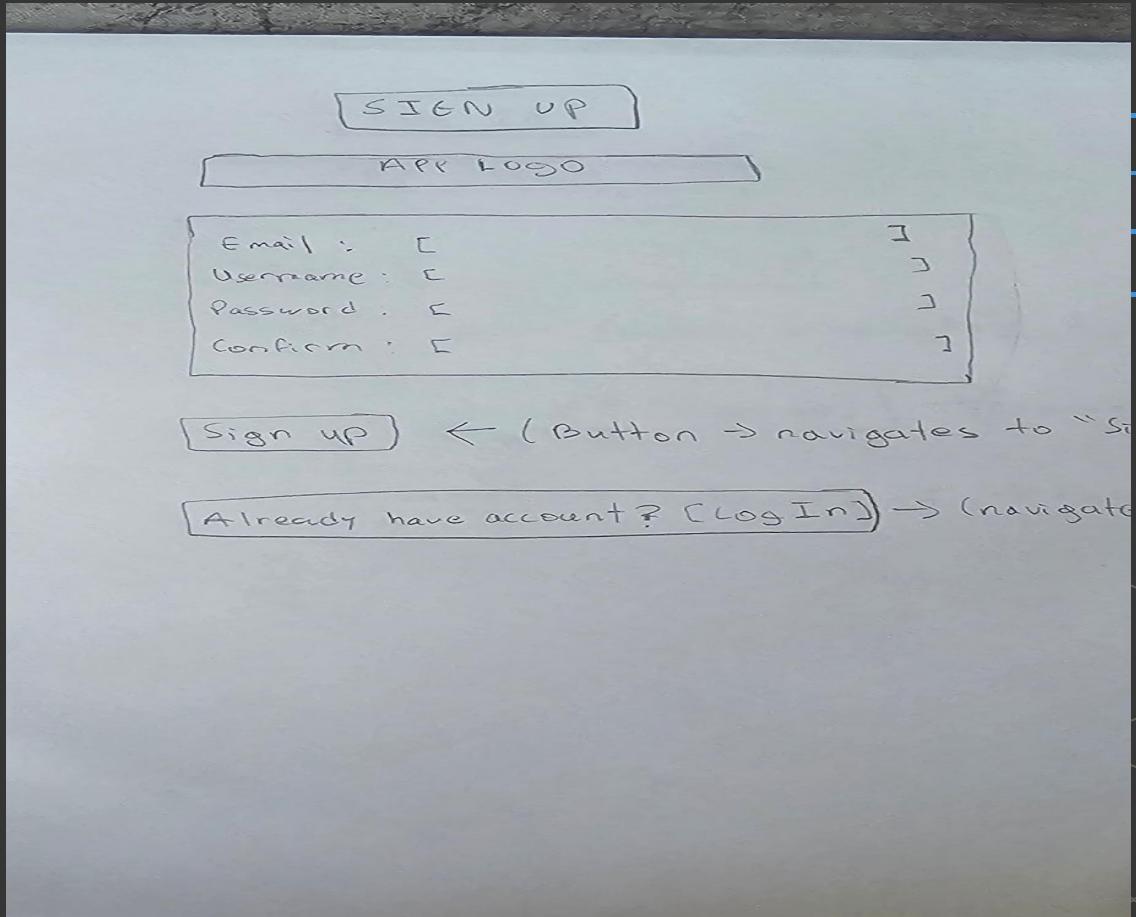
# Landing Page (signed out)



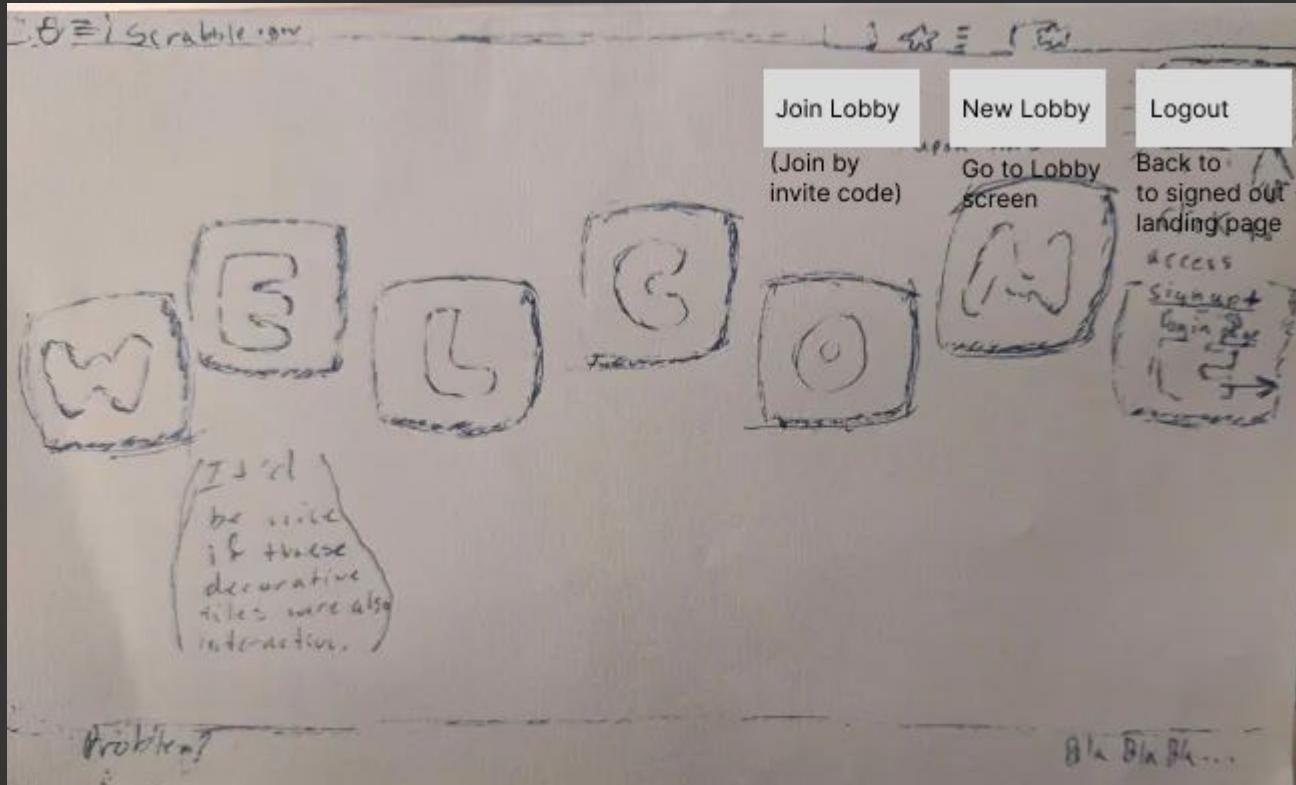
# Log In Screen



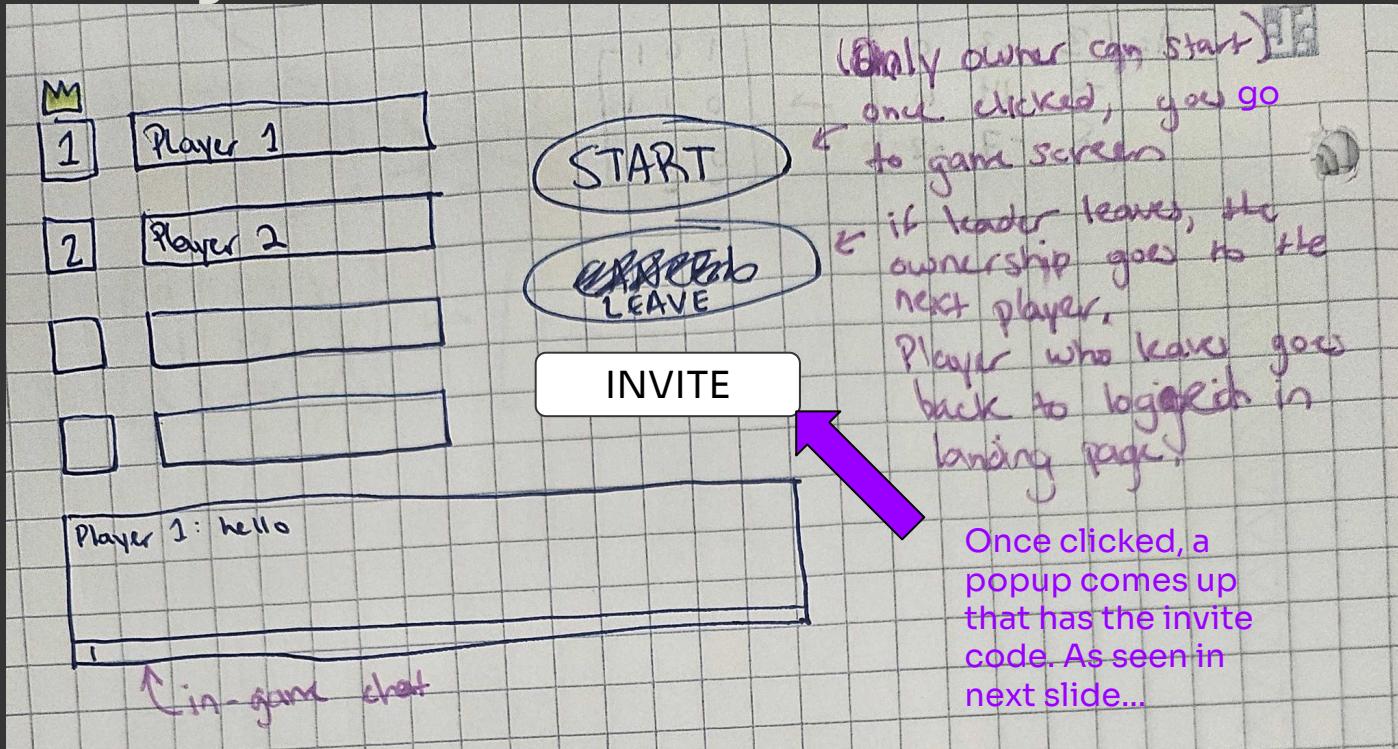
# Sign Up Screen



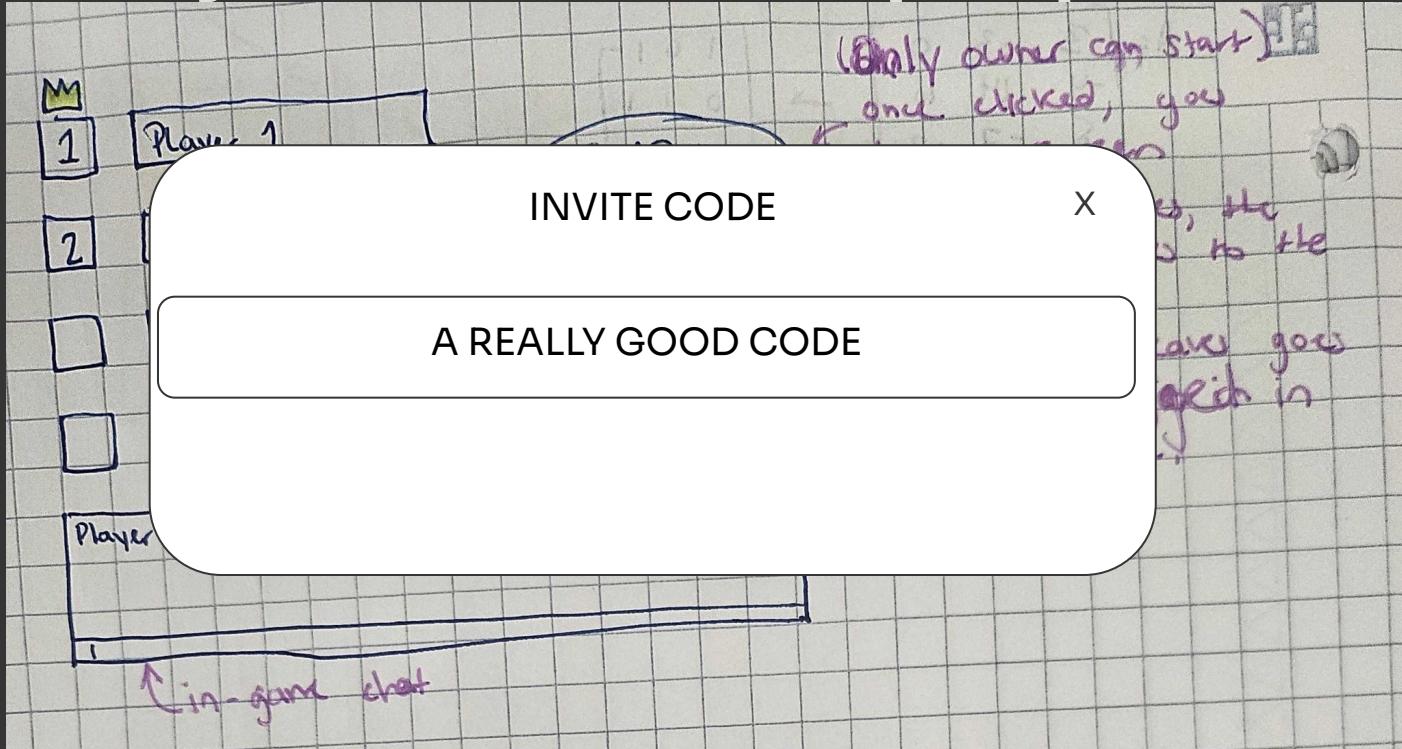
# Landing Page (signed in)



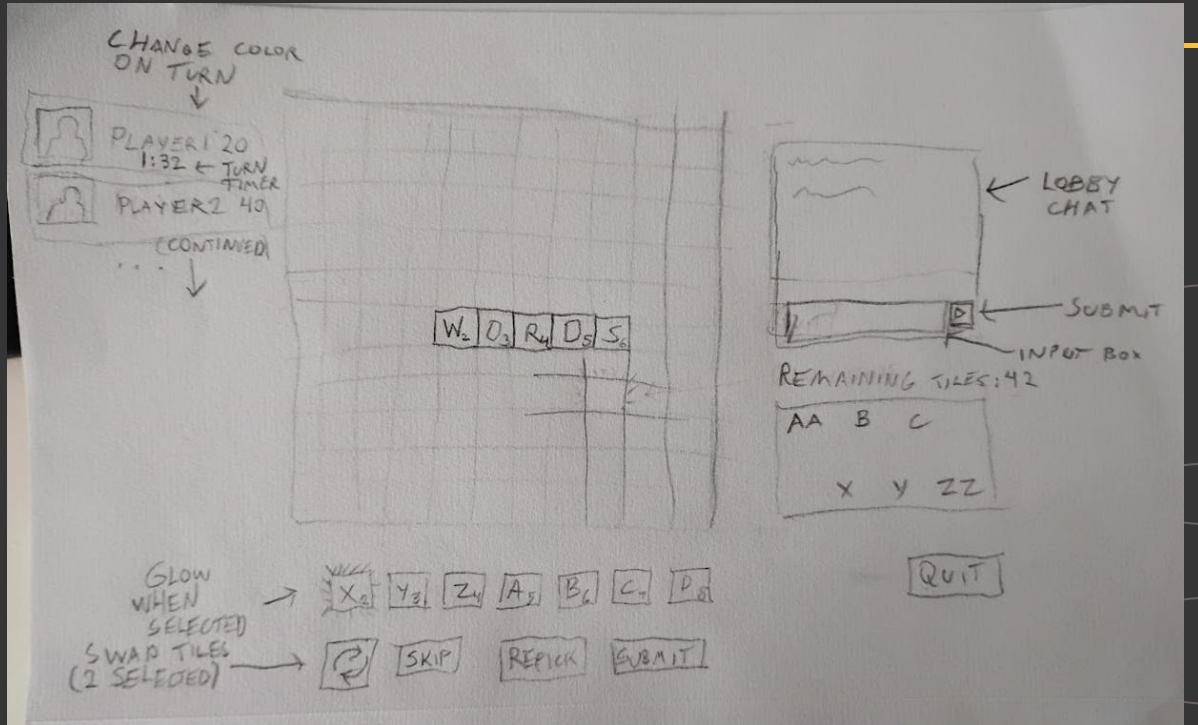
# Lobby



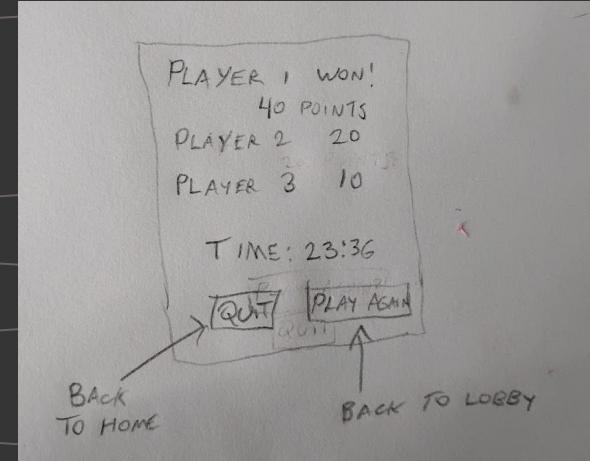
# Lobby Invite Popup



# Game Screen



## Results (Popup)





**Thank you**

Any questions?  
Ask away!