**Unknown List**

* Will players be able to message during a match?
* Will there be only certain types of nicknames allowed? Anything to check appropriateness?
* Is there going to be a word difficulty level where words are randomly selected or generated according to the difficulty levels chosen? If there are difficulty levels, how would it be determined?
* Can the game be accessed on different platforms like different mobile phones, web browsers, etc.
* Is there auto login options such as logging in through saved credentials such as google, etc
* Can words overlap one another?
  + If so, how do we deal with one word ending where another word starts?
* What amount of uptime are we looking for with the website?
  + Should the uptime be 95%+ or does it not matter for the scope of the project because the server it’s running on might be cleared at the end of the semester?
* How many words do we want to fit on the grid, and what happens if there isn’t enough room for all of the words to fit?
  + For example, say 20 words on the list, but only 18 words are able to fit without overlapping
* Do we want a wordbank of words to look for while the game is being played?
* What do we do if random characters unintentionally order themselves into a new word? How do we combat that?