

Team Number: 11

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UNSCRAMBLE IT: A Word Unscrambler Game

Game Description

A set of jumbled letters is given to each player out the four or more players who are joined. The player has to rearrange the letters in order to create the correct word. Which ever player guesses the word first scores a point. First player up to 5 points wins. After 4 players have connected start the game. If any other player joins while a game is in progress, then make that player(s) wait in the waiting room until the word that is being guessed is finished with. After that check to see if any of the existing players want to leave the game or play again, and then accept the new players as well for the next round.

Technologies Used

- Prototyping: Figma
- Backend: Node.js
- Frontend: React, CSS
- Server/Client Framework: Socket.io
- Additional: Oxford Dictionary API

Server & Client Implementation

We will utilize the Socket.io application framework in order to support the server and client functionality. Socket.io contains two primary components: Node.JS HTTP Server and a client library that loads onto the browser. Whenever a client is brought the “Waiting Room” webpage, they will automatically connect to the host that serves the webpage (our implemented server). We can transmit data in the form of JSON files via the emit and broadcast methods. Clients that choose to “quit” the game will trigger the “disconnect” handler.

Look & Feel

Please see the prototype here:

<https://www.figma.com/file/DsDSqZHKivW1mN3hHJACQc1X/Project-05-Prototype?node-id=6%3A19>