

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. Whichever player guesses the word first will score a point. The first player that earns 5 points wins. The game only starts after 4 players have connected to the game server. If any other player joins while a game is in progress, the player(s) will wait in the waiting room until the word that is being guessed is finished with. After a game has finished, the players have the option to leave the game or play again. Players that choose to play again can also be placed in a game with new players.

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 into 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. Additionally, clients that choose to “quit” the game will trigger the “disconnect” handler.

Look & Feel

The overall look and feel of the game is a focus on minimalism. However, the game should run efficiently and transition between pages seamlessly.

Please see the prototype here:

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