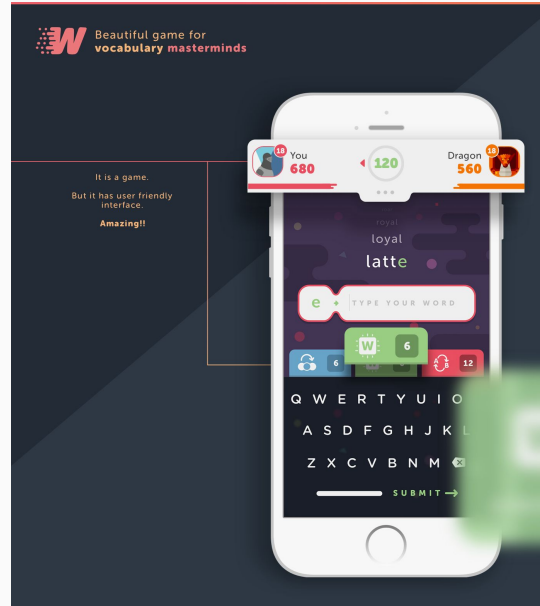


Wordrow #2

Nikita, Team, Byte

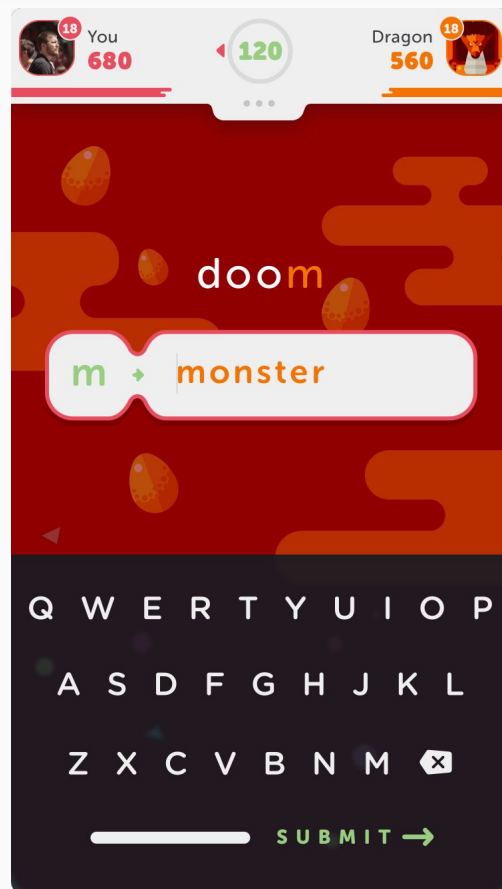
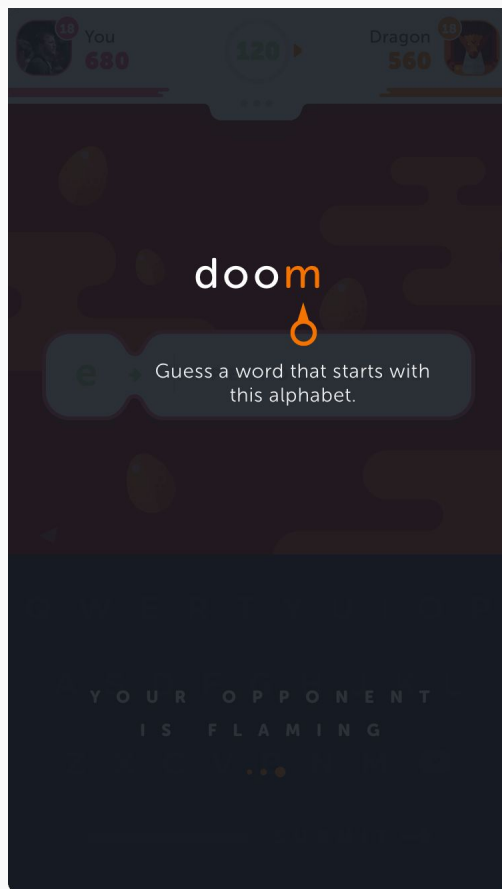
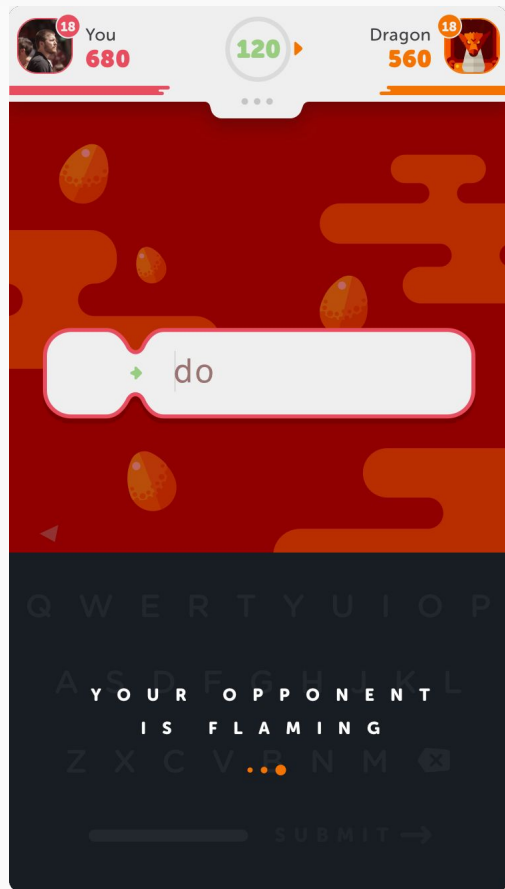
Growth Session #18 - September 13-14 2018

Beautiful game for **vocabulary** masterminds



View design: <https://www.behance.net/gallery/37415235/Wordrow-Vocabulary-Game>

Intro

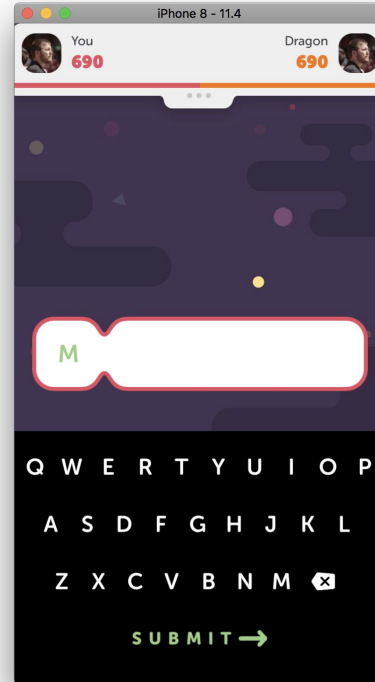
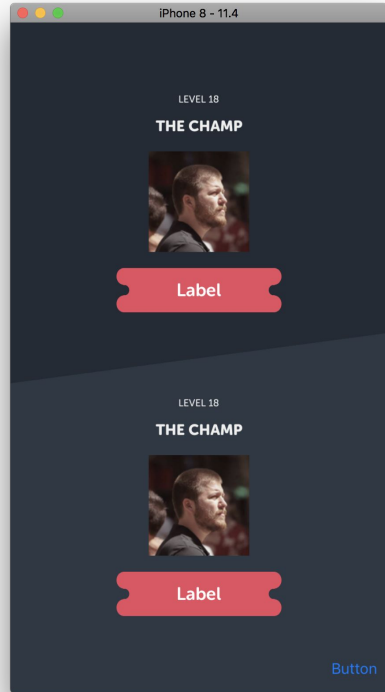


Before



iPhone X - 11.4

After



- Reusable components
- Avoid images usage
- Game center authentication
- Game center matching

Next steps

- Perform small refactoring
- Create packages model to be sent between players
- Finish UI on the main screen
- Implement the result screen

Thanks!

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