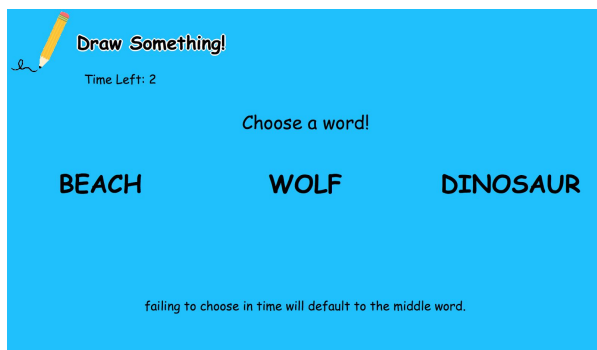1. When loading the project, players are greeted with the starting page, in which they can see the saved leaderboard and choose to either load a custom word bank or play.
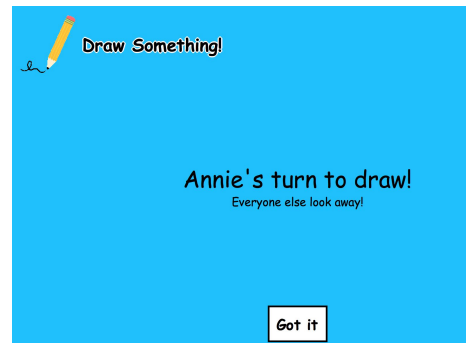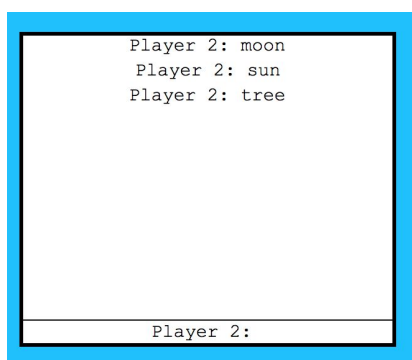

2. After pressing play and inputting the names of the players, all but one player looks away while the drawer chooses a word to draw.

3. Random words is selected from the bank and the drawer quickly selects a word.
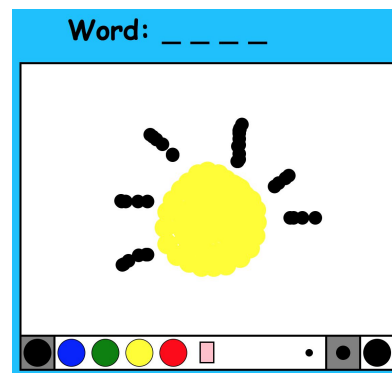
4. With a variety of tools, the drawer now draws with the mouse as the other players guess using the keyboard on the chatbox.

5. The guessers use the chatbox to chat as well as guess the answer. If the answer is correct, the round finishes and moves on to the next round while roles switch. If the guesser cannot guess within time, the game is over.

6. When the game is over, the word is displayed and the max round reached is the score for the game. When pressing tab, the game goes back to the start screen with an updated leaderboard.