



```
height: 50px;  
margin-left: 20px;
```

The Word Game Name is displayed on the Landing Page.

```
text-align: center;  
font-size: 34px;  
font-weight: 700;  
margin-bottom: 16px;  
margin-top: 16px;
```

# Word Game Name

The Leaderboard displays the top 100 scores for the Daily Puzzle. A "Refresh" button is added to refresh the data.

```
height: 550px;  
flex-direction: row;  
justify-content: center;  
margin-top: 50px;  
margin-bottom: 100px;
```

## Refresh

1. User A	XX:XX
2. User B	XX:XX
3. User C	XX:XX
4. Anonymous	XX:XX
5. User D	XX:XX
6. User E	XX:XX
7. User F	XX:XX
8. Anonymous	XX:XX
9. Anonymous	XX:XX
10. Anonymous	XX:XX
11. User G	XX:XX
12. Anonymous	XX:XX
13. ...	...
14. ...	...

A list of the user's last 10 games is displayed. Clicking on an item in the play history allows users to replay that game and attempt to achieve a higher score (except the today's reward game).

```
border-radius: 10px;  
width: 20%;  
min-width: 350px;  
height: 500px;
```

## Login

Clicking the Login button opens a modal for users to log in or register for an account (via POST requests). Users can also choose to play the game as guest by clicking the link of 'Continue as a guest' in the modal.

## Game History

\* This window will only appear when the user has logged in.

- User's 10 recent games: ...
- Game ID and name
- Score for the particular name

[Show Full History](#)

The Normal Puzzle game takes to the page where we can play the game in 3 levels and the Design Puzzle game is for the users to create and customise their own game and add it in our database.

---

*width: 160px;*  
*height: 20%;*  
*font-size: 16px;*  
*border-radius: 10px;*  
*padding: 4px 12px;*  
*margin-bottom: 20px;*

### Normal Puzzle

Daily Puzzle

## Design Puzzle

Daily Puzzle is generated daily for he users. The size of this button is a bit larger compared to other game's button as this is the main game puzzle of our Word Game


---

```
width: 200px;  
height: 50px;  
font-size: 20px;  
border-radius: 10px;  
padding: 4px 12px;  
margin-bottom: 20px;
```

## Privacy Policy

## Terms of Conditions

## Sign In Modal



### SIGN IN

UserName

Password

[Forgot Password?](#)

Sign In

OR

[Continue as a guest?](#)

Not a member? [Sign up](#)

### Sign In Modal

The Sign In Modal helps the user to Log in using their credentials into our database. The credentials are username and password. There is a link of "Forgot Password?" which can be used to change the password. There is an option to play the game as a guest too by clicking the link of "Continue as a guest". New users can Sign Up for our game by clicking the "Sign up" link and registering on the Register Page.

*position: fixed;*

*top: 50%;*

*left: 50%;*

*transform: translate(-50%, -50%);*

*background-color: white;*

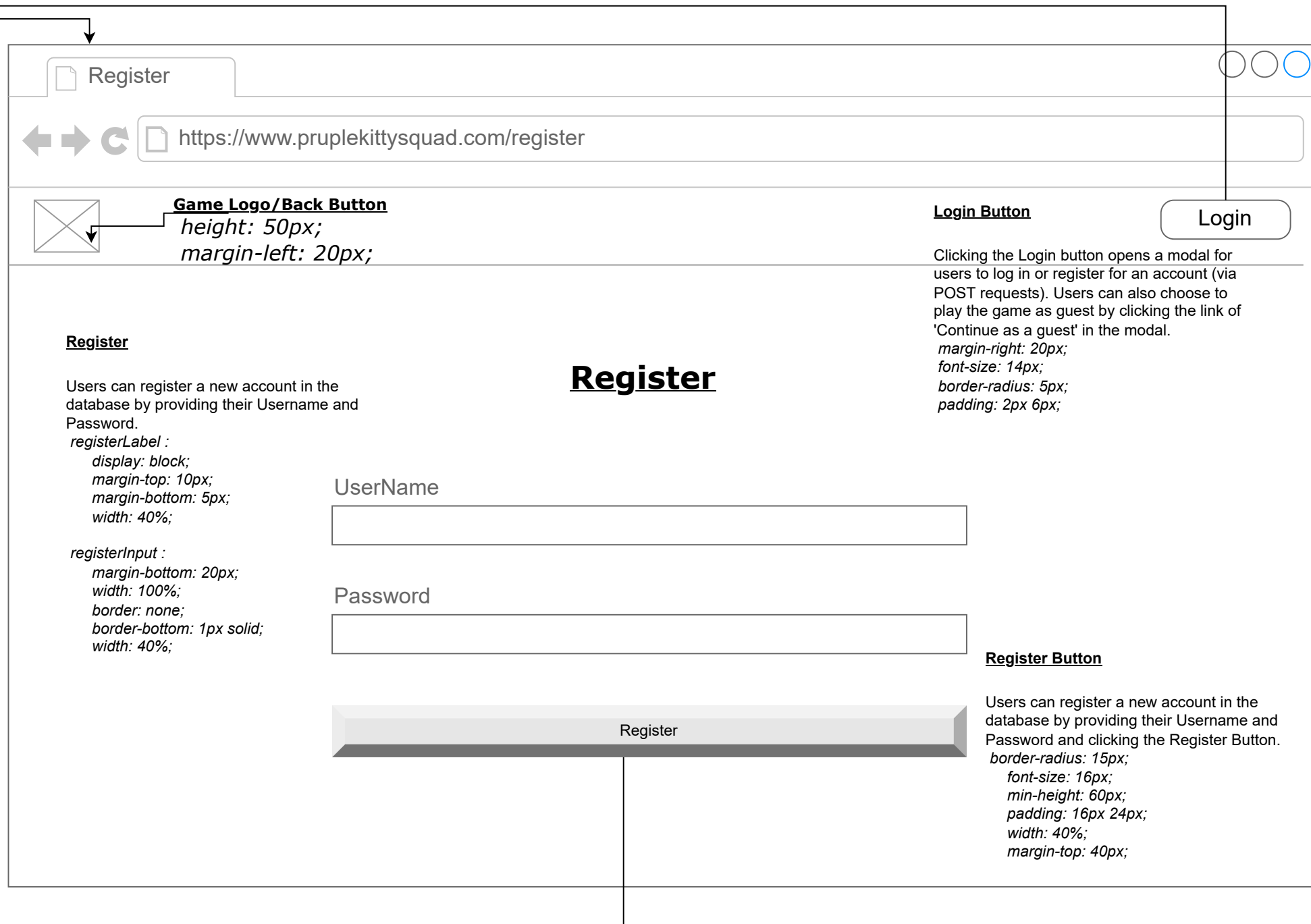
*padding: 30px;*

*box-shadow: 0 5px 11px 0 rgba(0, 0, 0, 0.18), 0 4px 15px 0 rgba(0, 0, 0, 0.15);*

*z-index: 1000;*

*width: 15%;*

*overflow: auto;*





**Game Logo/Back Button**  
*height: 50px;*  
*margin-left: 20px;*

User's Name

Level: Easy (5x5)  
Level: Medium (7x7)  
Level: Hard (10x10)

Open Leaderboard

Time Counter

Displays the elapsed time for the current game.



00:00

A drop-down menu for users to choose the desired puzzle level.

**Normal Puzzle**

Choose the Level:



Displays the number of cells selected in the grid by the user.

0 Selected

Leaderboard

The Leaderboard displays the top scores for the Normal Puzzle. A "Refresh" button is added to refresh the data. The Leaderboard will change based on the level which we select.

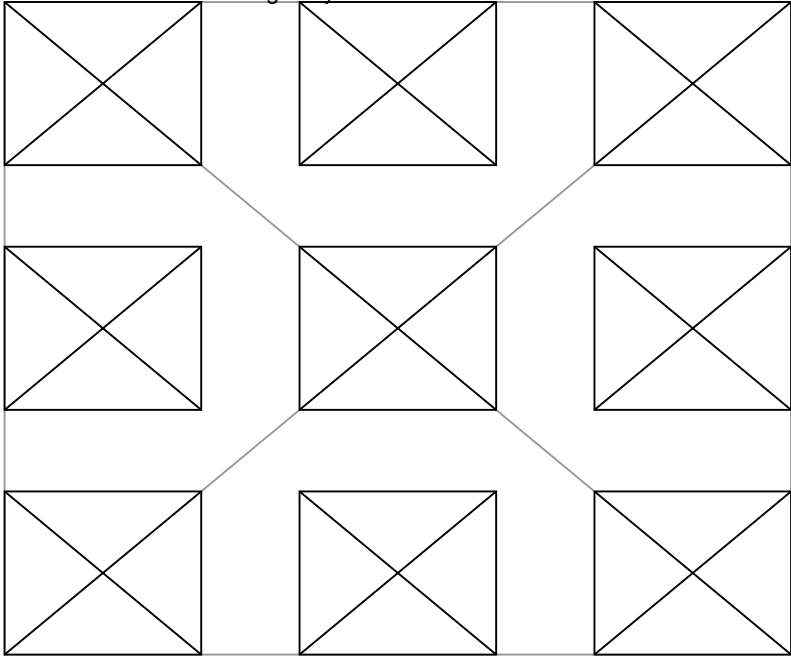
*display: block;*  
*border-radius: 10px;*  
*width: 20%;*  
*min-width: 350px;*  
*height: 500px;*  
*box-shadow: 0 7px 30px rgba(62, 9, 11, 0.3);*  
*padding: 20px 20px 10px 10px;*  
*overflow-y: auto;*

Game Grid

All game logic will be implemented and be executed here. A square grid either 5x5, 7x7, or 10x10 in size based on the level which we select is displayed with each cell containing a letter. When a selected sequence matches a word in the need-to-find-words list, the word is removed from the list.

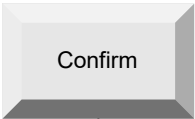
**Words to be found:**

Sample Words which needs to be found in the grid



Confirm Button

When all words are found then the score is generated in the Score Modal by clicking the Confirm button and is submitted to backend.



Clear Button

This button is used to clear all the selections from the grid.

**Leaderboard**

Refresh

1.	User X	XX:XX
2.	User A	XX:XX
3.	User B	XX:XX
4.	User C	XX:XX
5.	Anonymous	XX:XX
6.	User D	XX:XX
7.	User E	XX:XX
8.	User F	XX:XX
9.	Anonymous	XX:XX
10.	Anonymous	XX:XX
11.	Anonymous	XX:XX
12.	User G	XX:XX
13.	Anonymous	XX:XX
14.	User H	XX:XX
15.	User I	XX:XX
16.	User J	XX:XX
17.	...	...
18.	...	...
19.	...	...
20.	...	...
21.	...	...
22.	...	...
23.	...	...
24.	...	...
25.	...	...



Game Logo

**Game Logo/Back Button**

height: 50px;  
margin-left: 20px;

User's Name

**Time Counter**

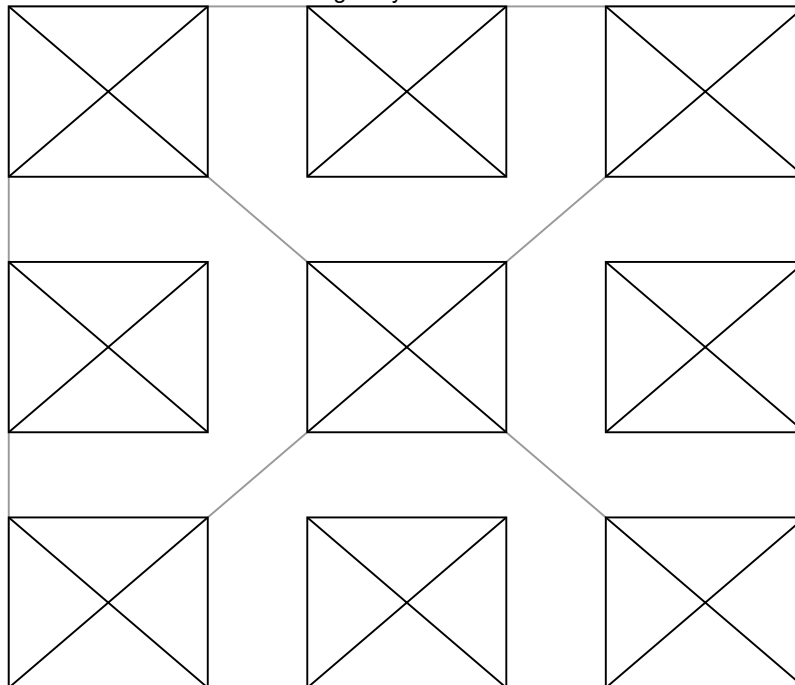
Displays the elapsed time for the current game.



00:00

Displays the number of cells selected in the grid by the user.

0 Selected

**Daily Puzzle****Words to be found:**

Sample Words which needs to be found in the grid

**Leaderboard**

The Leaderboard displays the top 100 scores for the Daily Puzzle. A "Refresh" button is added to refresh the data.

display: block;  
border-radius: 10px;  
width: 20%;  
min-width: 350px;  
height: 500px;  
box-shadow: 0 7px 30px rgba(62, 9, 11, 0.3);  
padding: 20px 20px 10px 10px;  
overflow-y: auto;

Open Leaderboard

**Leaderboard**

Refresh

1. User X	XX:XX
2. User A	XX:XX
3. User B	XX:XX
4. User C	XX:XX
5. Anonymous	XX:XX
6. User D	XX:XX
7. User E	XX:XX
8. User F	XX:XX
9. Anonymous	XX:XX
10. Anonymous	XX:XX
11. Anonymous	XX:XX
12. User G	XX:XX
13. Anonymous	XX:XX
14. User H	XX:XX
15. User I	XX:XX
16. User J	XX:XX
17. ...	...
18. ...	...
19. ...	...
20. ...	...
21. ...	...
22. ...	...
23. ...	...
24. ...	...
25. ...	...

**Game Grid**

All game logic will be implemented and be executed here. A square grid either 5x5, 7x7, or 10x10 in size with each cell containing a letter. When a selected sequence matches a word in the need-to-find-words list, the word is removed from the list.

**Confirm Button**

When all words are found then the score is generated in the Score Modal by clicking the Confirm button and is submitted to backend.

Confirm

Clear

**Clear Button**

This button is used to clear all the selections from the grid.



Game Logo

**Game Logo/Back Button**

*height: 50px;  
margin-left: 20px;*

User's Name



## Design Puzzle

### Input Text to make the game:

Enter comma-separated single words to construct the Word Game.

### Input Text

A text input field for users to enter comma-separated single words (e.g. cat, dog, fish. Validation for no blank exists within commas is needed here).

### Choose the Level:

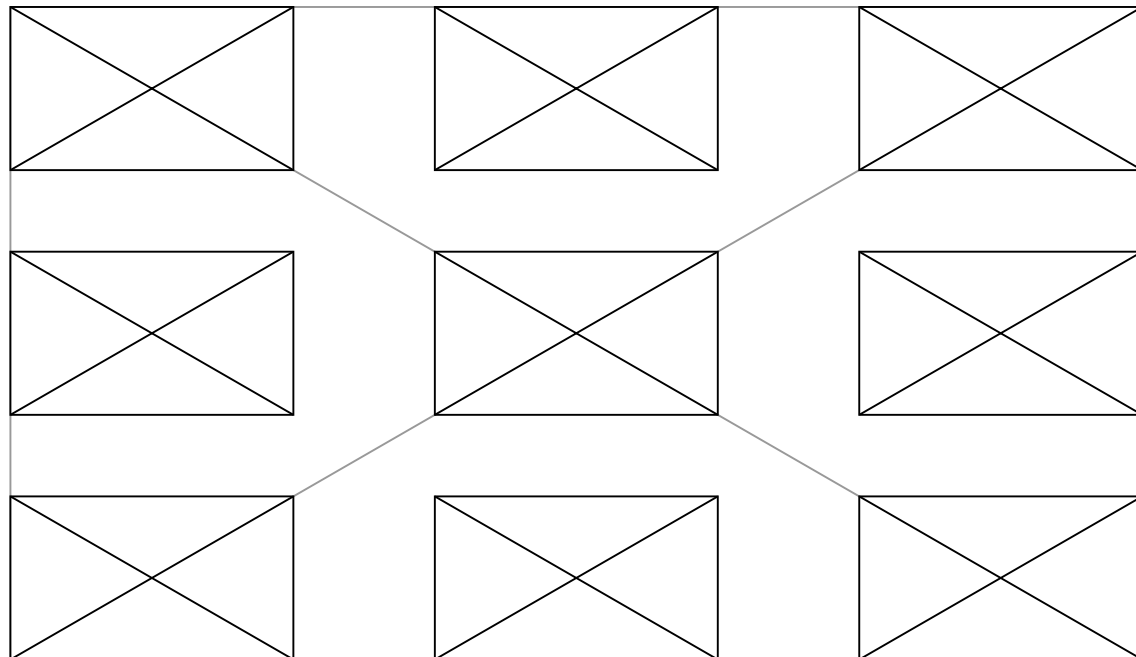
Level: Easy (5x5)  
Level: Medium (7x7)  
Level: Hard (10x10)



A drop-down menu for users to choose the desired puzzle level.

### Game Grid

The game will be generated randomly here. A square grid either 5x5, 7x7, or 10x10 in size based on the level which we select is displayed with each cell containing a letter from the words in the input text.



### Confirm Button

The Confirm button is to submit the input text and level information to the backend. The backend receives the information, generates a puzzle, and sends it back to the client (frontend). The generated puzzle is displayed to the user in the Game Grid.

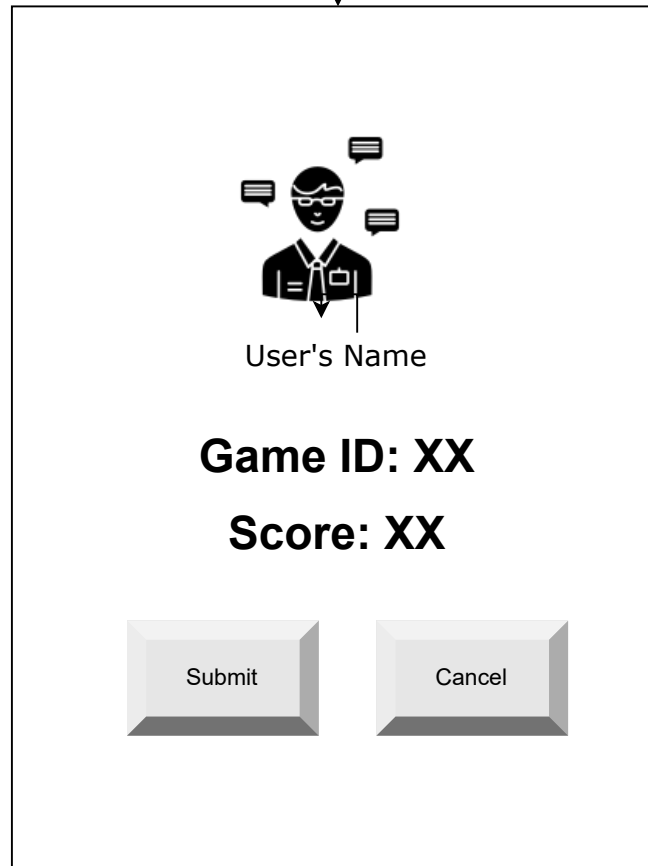
Confirm

### Regenerate Button

If the user is not satisfied with the generated puzzle, they can either click the Regenerate button again or modify the input text and level, then click the Confirm button again to submit their updated design.

Regenerate

Score Modal



The Score Modal is a white rectangular box with a black border. At the top center is an icon of a person wearing glasses and a suit, with three speech bubbles around their head. Below the icon is the text "User's Name". In the center of the modal are two lines of text: "Game ID: XX" and "Score: XX", both in a bold, black, sans-serif font. At the bottom of the modal are two buttons: "Submit" on the left and "Cancel" on the right. Both buttons are light gray with a subtle 3D effect, featuring a darker gray shadow on the bottom and right edges.

### Score Modal

The Score Modal helps the user to submit their score for the game which they played to the database and hence, it can be displayed on the Leaderboard. Users can submit their score after Logging in or they can play the game as guest and their score will be recorded as "Anonymous".

```
position: fixed;
top: 50%;
left: 50%;
transform: translate(-50%, -50%);
background-color: white;
padding: 30px;
box-shadow: 0 5px 11px 0 rgba(0, 0, 0, 0.18), 0 4px 15px 0 rgba(0, 0, 0, 0.15);
z-index: 1000;
width: 15%;
overflow: auto;
```

## Full History Modal



User's Name

### Full History

<u>Game ID</u>	<u>Score</u>
1. Game ID 1	XX:XX
2. Game ID 1	XX:XX
3. Game ID 1	XX:XX
4. Game ID 1	XX:XX
5. Game ID 1	XX:XX
6. Game ID 1	XX:XX
7. Game ID 1	XX:XX
8. Game ID 1	XX:XX
9. Game ID 1	XX:XX
10. Game ID 1	XX:XX
11. Game ID 1	XX:XX
12. Game ID 1	XX:XX
13. Game ID 1	XX:XX
14. Game ID 1	XX:XX
15. Game ID 1	XX:XX
16. Game ID 1	XX:XX
17. ...	...
18. ...	...
19. ...	...
20. ...	...
21. ...	...
22. ...	...
23. ...	...
24. ...	...
25. ...	...

### Full History Modal

The Full History Modal displays the all the games played and their scores by the particular signed in user up to last 3 days.

*position: fixed;*

*top: 30%;*

*left: 30%;*

*transform: translate(-50%, -50%);*

*background-color: white;*

*padding: 30px;*

*box-shadow: 0 5px 11px 0 rgba(0, 0, 0, 0.18), 0 4px 15px 0 rgba(0, 0, 0, 0.15);*

*z-index: 1000;*

*width: 35%;*

*overflow: auto;*



