

#### Csc 667 Features:

- Register: A page to create an account
- Login: A way to retrieve a username and password.
- Lobby: A place to put running or active games that others can join. Leaving the lobby empty before logging in will allow the user to create their own.
- Joining Lobbies: A field for a user to put in a lobby code and join other lobbies.
- Chat: A way for a user to send a message to a server and then goes to the other users in the corresponding lobby.
- Game Board: A linked graph of tiles that connect only through linking.
- View: A subsection or all of the game board that is showcased to users depending on individual requests using the arrows respectively.
- Tile: Data that contains an id 0-36. 0 being an empty tile on the board. Given an identity and points.
- Player: Picks a tile and its location. Hitting the end turn button will finalize the tile in the chosen location. End turn can only be hit when a valid choice has been made.
- Points: Users can see how many points they have and how many points other users have at any time, as well as the points being updated live.
- Game Over: Once everyone leaves the lobby OR Once the pool of available tiles is exhausted and a user creates a 6 chain, they are rewarded their points and the game ends.

Technologies:

- Render: Easy server handling stuff. Faster to set up compared to aws
- Node.js: Works with render, tempted to use python instead if allowed
- Express.js:
- Postgres:

# QWIRKLE

*Username*

*Password*

*Lobby*

LOGIN

# QWIRKLE

Host



Ang



Zachary

Lobby Password

X2B7Y



Alvin



Joseph

PLAY

CANCEL

4/6 players

## How To:

1. Match different colored tiles and same colored shapes in lines to score points.
2. Same exact tiles cannot repeat in the same like.
3. Matching rows of 6 are worth 12 points.

# QWIRKLE

Host



Ang



Zachary

Lobby Password

XYZZQ



Alvin



Joseph

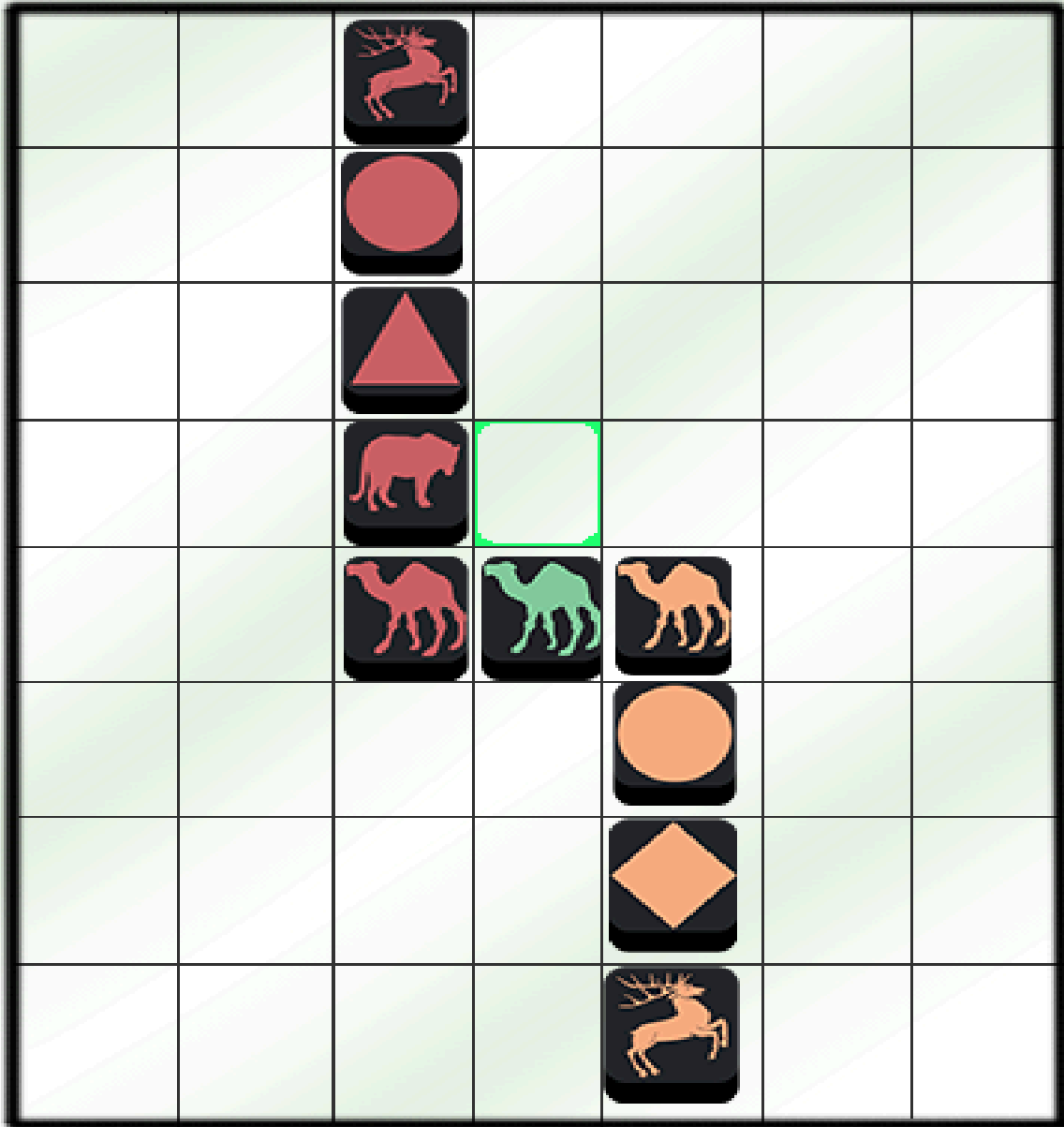
Waiting For Host...

4/6 players

## How To:

1. Match different colored tiles and same colored shapes in lines to score points.
2. Same exact tiles cannot repeat in the same like.
3. Matching rows of 6 are worth 12 points.

LEAVE



Chat

Joseph

Example



End Turn