

1. Blitz Bingo

25 square scorecard for player(s). Must be randomized positions.

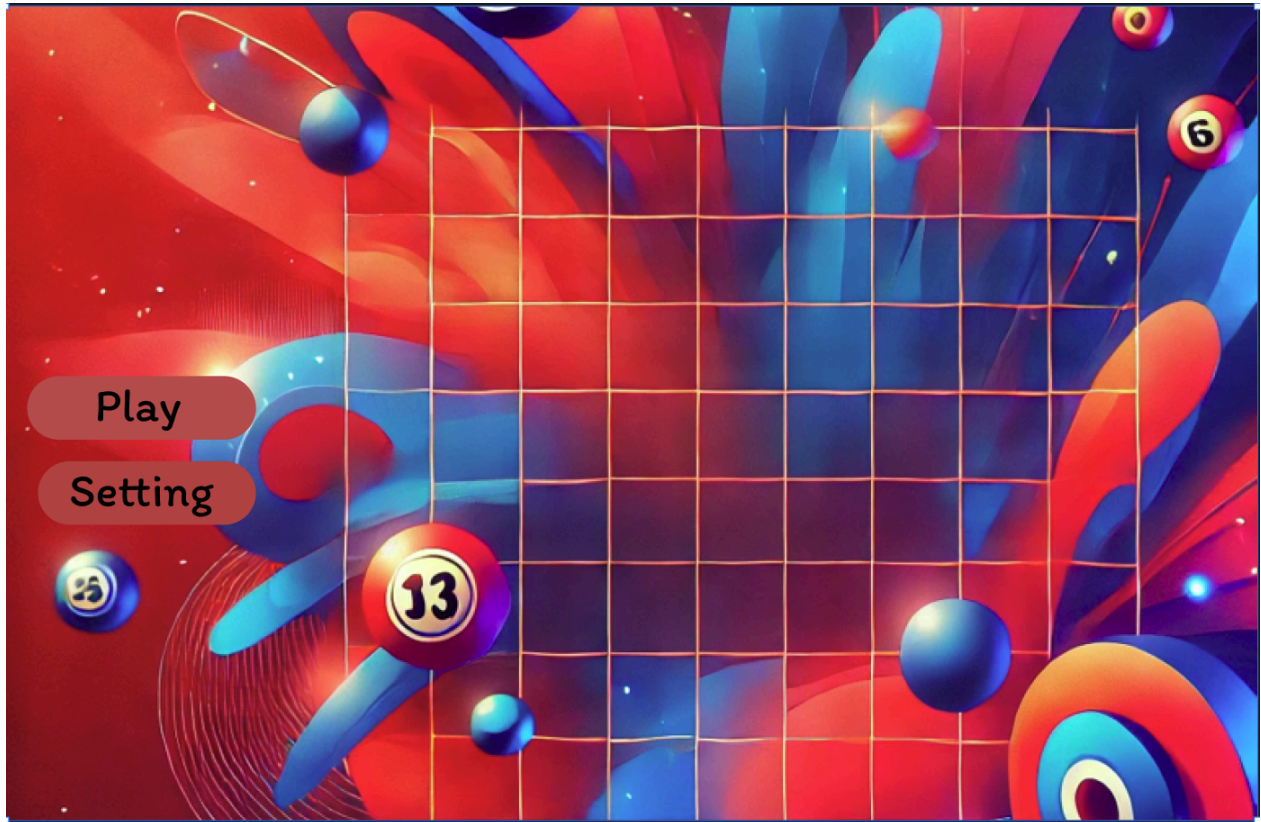
- i. Number range: 1-25 minimum. After 4 players: +5 number range.
- b. Ruleset:
 - i. One chosen player clicks on a number, that number is "broadcasted" to the other players, those who have the same number also click the number on their card.
 - ii. When the chosen player clicks on a number, their name will be displayed on the side along with their number chosen. The information will remain for 10 seconds, after that the current number will disappear until the next player chooses their number.
 - iii. Players win by filling out a row, column, diagonal, or if they fill out the whole board.
- c. "Punchcarding" click onto a card square to mark a correct number. Must be communicated with the server
- d. Account creation, log in and log out.
- e. Real time chat tab.

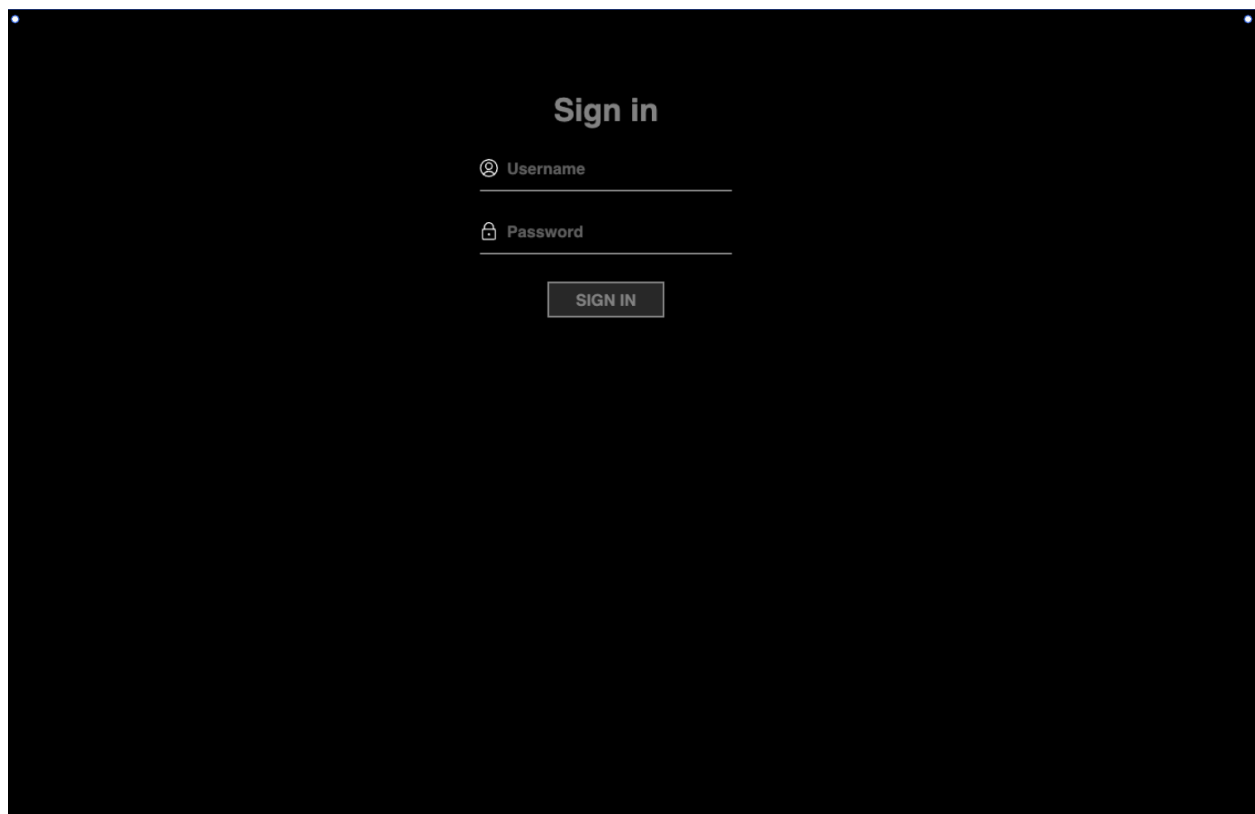
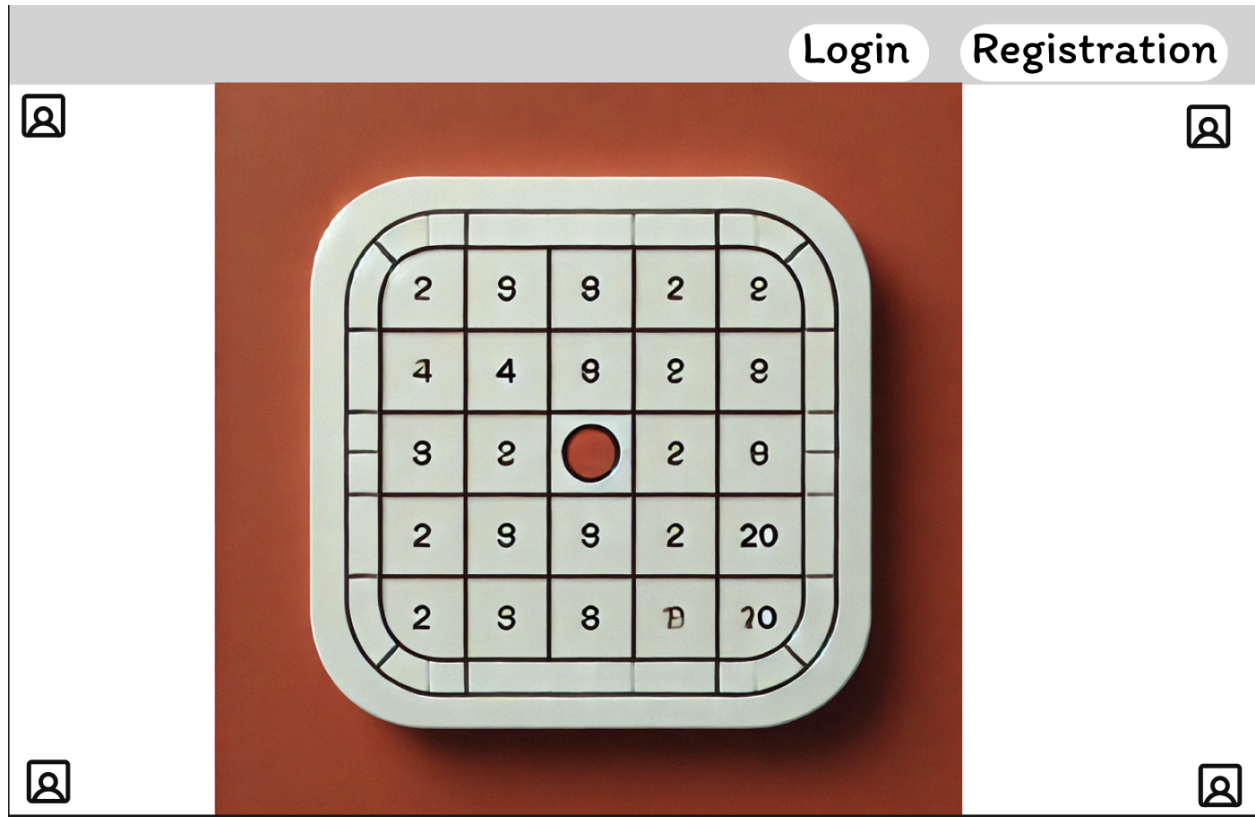
2. Technology:

- a. Render
- b. Node.js
- c. Express.js
- d. Postgres
- e. Typescript


3. Wireframe down below


Team: Majora's Mask - Anshaj Vats, Ayesha Irum, Jeremy Wong, Brook Lim
CSC 667 Term Project Fall 2024







Sign up

 Username

 Email

 Password

 Confirm Password

Are you 13 years or older?

☐

TOS and Privacy rules

☐

SIGN UP

Already have an account? [Sign In](#)