Specification: The word grid will be a square grid that is 50 x 50 letters, The word grid will display words and other random letters, Each letter box will contain 1 letter
- ● Input: Clicking on the start game button
- ● Output: expected a 50x50 word grid filled with letters and words.

Specification: When a player connects to the server they will be given a text box and a prompt to enter a username
- ● Input: Nothing
- ● Output: a text box immediately pops up, and it's interactable to allow for typing of a username

Specification:"Play with (2,3,4) players" button.
- ● Input: after clicking enter after typing in username
- ● Output: Seeing 3 prompts, which are interactable. Each prompt, once clicked, send me to either a loading page, or a game

Specification:When a player selects a starting letter, that letter will be indicated to all players by it being highlighted with the players color. The letterbox will change color when it is clicked on by a player, indicating that it has been chosen
- ● Input: selects a starting letter
- ● Output: The letter boc would change colors for both the user and other users in the same game.

Specification:There will be a Player Leaderboard that displays every player, sorted by the amount of points they have
- ● Input: None
- ● Output: A player leaderboard will be displayed during the game to every user in the game, which is sorted by points

Specification:Automatically prompt for first letter after 30 seconds of inactivity
- ● Input: No inputs in 30 seconds
- ● Output: A letter will be prompted to the user, which is part of the word to give a hint to the users.

Specification:Have a GlobalChat functionality that allows all players to communicate with eachother. The message box will display messages from players in any game or menu
- ● Input: Writing messages in a message box, or no input as the globalchat will be shown on all screens to all users.
- ● Output: Messages from the user or other users, no matter what game they are in, will popup in a specific area of the screen. Only 5 messages should be shown on the screen ordered from least recent to most recent.

Specification:Show winner screen when all the words are found
- ● Input: All words in a game has been found
- ● Output: A winners screen will pop up with the winners username on that screen

Specification: A word box is displayed, The word box will display claimed words by changing the color of each letterbox
- ● Input: In a game that has started
- ● Output: There will be a wordbox with every word that is in the wordgrid. The wordbox words will eliminate the words that have been claimed by another player.

Specification:Display the usernames of all players in the current game, Shows number of points for each player
- ● Input: In a game that has started
- ● Output: There will be an area in the game screen that will display all the players in the game along with their individual colors. Aswell as the points each player has.

Specification:When clicked this button will end the game and cause the players to exit to the lobby menu
- ● Input: In a game that has started, clicking a button named "end game"
- ● Output: This will immediately end the game for all players, their points will not be saved, and the players will be kicked to the lobby.

Specification:When clicking a lobby, the player will be added to the waiting players list
- Input: The player will click a lobby button of their preferred game type (whether 2/3/4player)
- Output: They will be added to a list of players that are waiting, and once a game opens up or there are enough players to play, they will be ejected from the waiting players list.

Contradiction between UI:12-2 and UI:1-3, UI:2-3