



# Screw It!

## Multiplayer Party Game for Mobile Kyle Carag-Chiu, Luis Aguilar, Patrick Park

### Introduction:

Have a phone? Bored with some friends? Download Screw It and play with your friends! Whether you're at the beach, on a road trip, at school, or at church, Screw It is a mobile party game application which lets you and your friends choose from a variety of games (WIP) to play so you never get bored of playing the same party game!

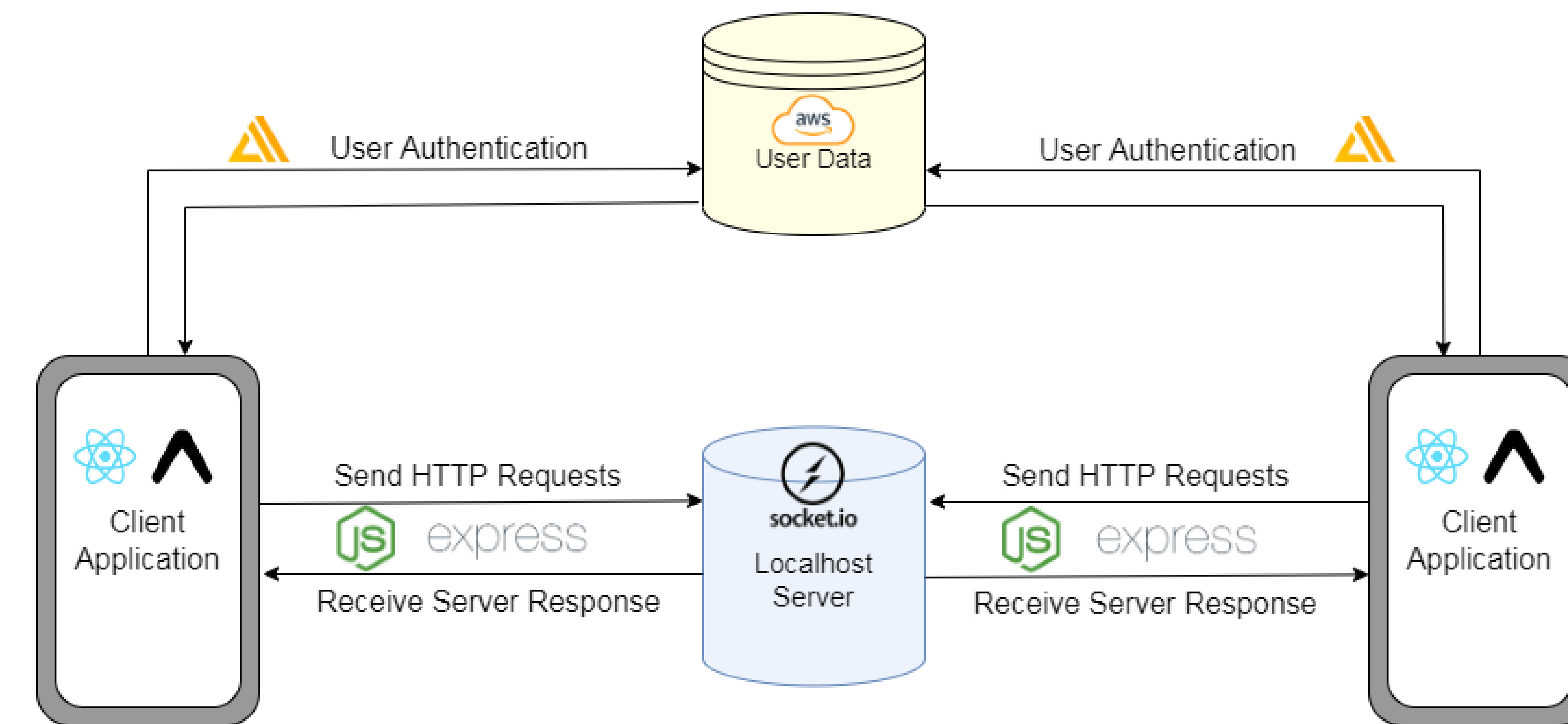
### Features:

- User signup and login authentication
- Local multiplayer connectivity
- Game lobbies
- Game library
- RapBattle™ lyrical game
- ...and more! (WIP)

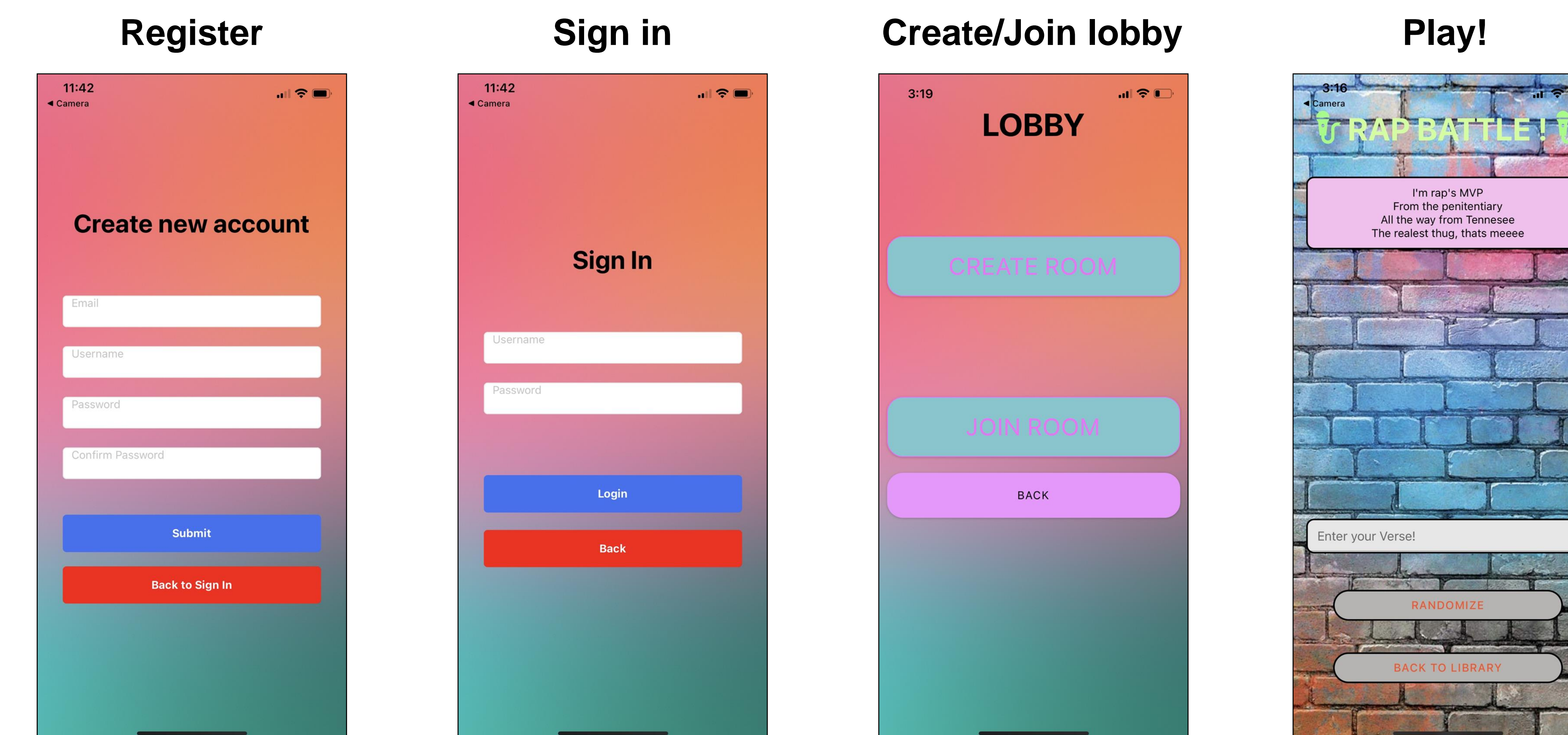
### Resources:

- React Native**  
Primary UI framework
- Expo**  
Application configuration
- AWS Amplify**  
User authentication management
- Node.js**  
Backend management
- Express.js**  
Middleware
- Socket.io**  
Server management and multiplayer connectivity

### Application Architecture:



### UI Tour:



### Description:

Screw It! is a mobile party game application to play with friends and family on the go. Choose from a variety of games and play with up to 8 players.

### Project Management:

This project utilized the scrum framework. Sprints were planned to layout the general project roadmap and timeline. Features were added incrementally, and weekly stand-ups were conducted to ensure a steady development pace. The meetings also discussed challenges and roadblocks that were slowing or preventing progress; potential solutions are proposed, one of them are chosen, and the problem is then re-evaluated and discussed in the following week's stand-up.

### Development Timeline:

