**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 configuration
- AWS Amplify: User authentication
- Node.js: Backend management
- Express.js: Middleware
- Socket.io: Server management and multiplayer connectivity

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**Application Architecture:**

- User Authentication
- User Data
- Client Application
- Send HTTP Requests
- Receive Server Response
- Localhost Server
- Send HTTP Requests
- Receive Server Response

**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:**
- Sprint 1: App Design and Conceptualization
- Sprint 2: Front-End and UI Development
- Sprint 3: Backend Development, Server and Database
- Sprint 4: Game Development
- Sprint 5: Polishing, Quality Testing, and Bug Fixing