

Crossword Editor

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Our crossword puzzle editor aims to fill a certain void for people who want to create their own crossword puzzles. Other tools are either expensive (the “industry standard” is \$50) or incomplete. Our project enables users to create their own polished puzzles from scratch.

Features

- Users can create a crossword puzzle of a variable size: add black squares, fill in words, create clues
- Recommendation system based on a supplied wordlist to aid users while editing
- Logins and authentication (with Google)
- Saving and loading public or private puzzles
- Solve puzzles after creating them

Screenshots

Login screen

Crossword Editor

Sign In	Register
<input type="text" value="Email Address"/>	<input type="text" value="Name"/>
<input type="password" value="Password"/>	<input type="text" value="Email Address"/>
<input type="button" value="Sign in"/>	<input type="password" value="Password"/>
<input type="button" value="Sign in with Google"/>	<input type="button" value="Register"/>

Start screen: create a puzzle from scratch or load a puzzle from the database (to solve or edit)

[Logout](#)

Crossword Editor

Create New Puzzle

Dimensions

x

Solve/Edit Puzzle

--Public puzzles--

--Private puzzles--

Blank puzzle editor: enter a title, fill in the grid, create clues, save the puzzle

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16														
17														
18														
19														
20														
21														
22														
23														
24														
25														
26														
27														
28														
29														

Recommendations

- RECOMMENDATIONS
- CHARACTERISTICS
- REPRESENTATIVES
- PHARMACEUTICALS
- CONGRATULATIONS
- REPRESENTATIONS
- TRAVEL SUGGESTIONS

Clues

Across

- 1.
- 16.
- 17.
- 18.
- 19.
- 20.
- 21.
- 22.
- 23.
- 24.

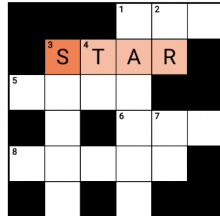
Solve mode: fill in the blank puzzle and validate your solution (with bonus confetti!)

Back

Astrology, CS32, and Brown

Validate

Logout



Clues

Across

1. Measure of success at Brown.
3. Luminous celestial body.
5. Scheduling tool used by cs32.
6. Interface to send data between computer programs.
8. A method of preventing users from changing internal data, i.e. passing a view.

Down

1. Gravitationally-bound cluster of 3 Across.