

Interactive screens for events

Four products, one idea: put a screen where the guests are. A touch kiosk at the door, a TV or projector in the hall, and the guests' own phones as the controls. All of it is web-based — it runs in a browser on the screens the venue already has, and nobody installs anything.

- **Kiosks at the door** — a touch screen guests walk up to and use
- **Phones as controllers** — guests scan a QR and take part from their seat
- **Projector and TV displays** — pages that fill the whole screen, with no browser bars or buttons
- **No app, no account** — a link or a QR is the whole onboarding

Seatly

Seat finder kiosk, TV board and hall editor

 Touch kiosk

 TV / projector

 Tablet

 Film

Crossly

Themed crossword game

 Guest phones

 Tablet

 Film

Wordbloom

Live shaped word clouds

 TV / projector

 Tablet

 Guest phones

 Film

Playly

Party games on the big screen, played from phones

 TV / projector

 Guest phones

 Touch kiosk

 Tablet

 Film

Seatly

Seatly is an event invitation, RSVP, seating and check-in platform. The organiser draws the hall in the built-in editor, sends personal invitation links and assigns the tables. On the day of the event, a touch screen at the door runs the seat finder: a guest types their name or scans the QR from their email, the screen highlights their table, lists who else is sitting there, and draws a gold footstep trail from the door the screen stands at to their seat. The same hall map fills a foyer TV or projector edge to edge, with no browser bars, menus or buttons on show, refreshing itself with no one touching it.

 Touch kiosk

 TV / projector

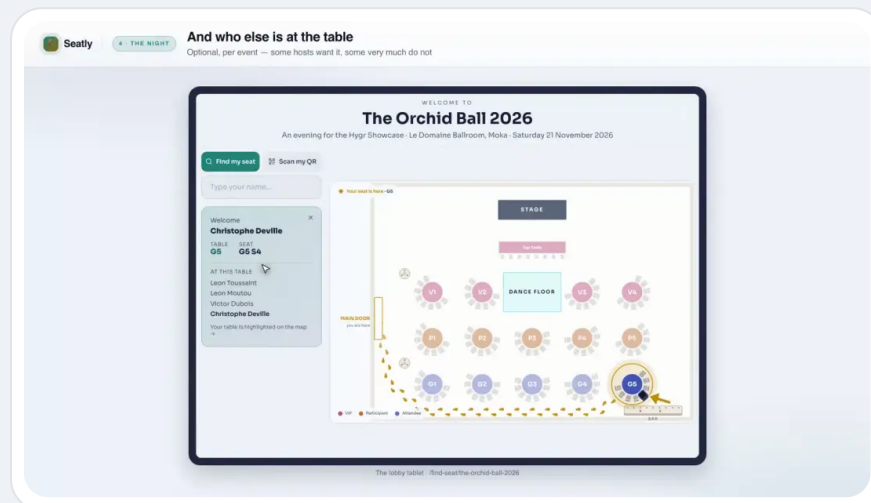
 Tablet

 seatly.hygr.dev

SEATLY · DEMO FILM

Watch it run

Screen recordings of the real product, nothing staged or animated. Press play — they are silent, so they are safe to watch anywhere. Each one can be watched in the light or the dark theme — the film is recorded twice, not tinted.

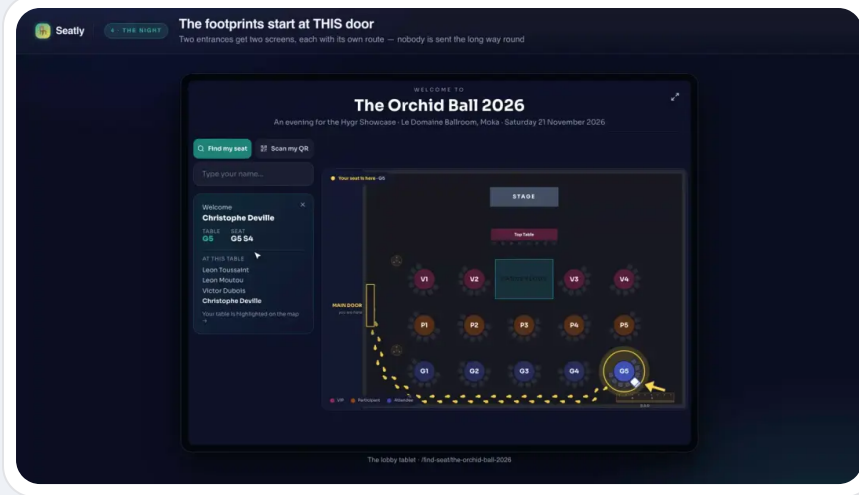


▶ Seatly, end to end

⌚ 2 min 49 s · no sound

One event from an empty room to the morning after: drawing the hall, sending the invitations and watching the replies land, putting people at tables, then the day itself — the kiosk at the door finding a guest's seat, the same plan on the foyer TV, check-in from the host's phone and the printed place cards. A real event in the app, at reading speed, with no voice-over. The light theme, which is what an office screen and a printed proposal want.

A frame from the film. Watch it at seatly.hygr.dev/portfolio.

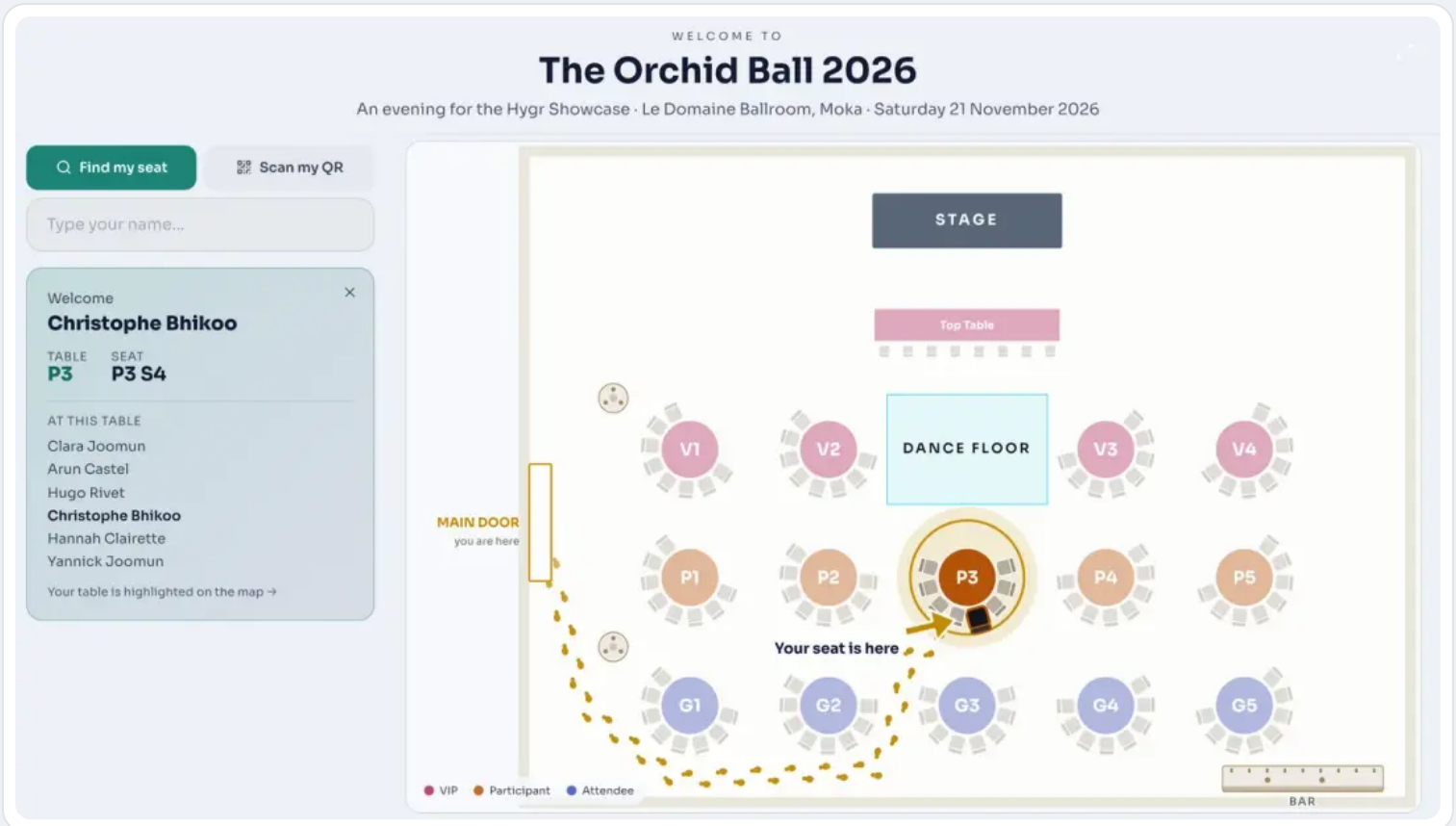


▶ Seatly, end to end

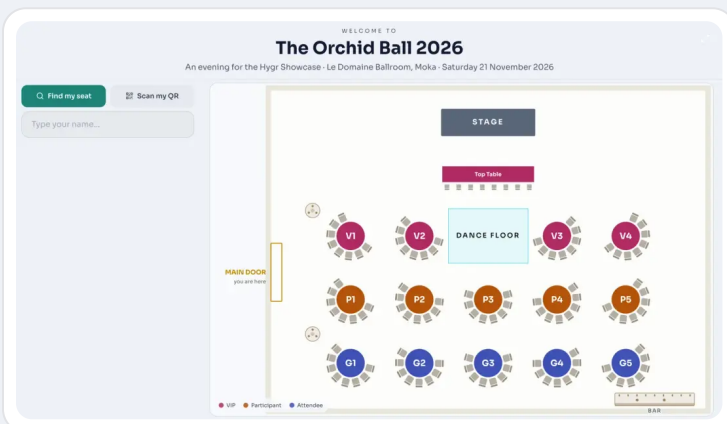
⌚ 2 min 48 s · no sound

The same film in the dark theme: the same event, the same beats, the same room — recorded a second time rather than tinted, so what you see is what a guest at the door actually sees. This is the one for a dimmed hall, where a bright kiosk is the only thing anyone can look at.

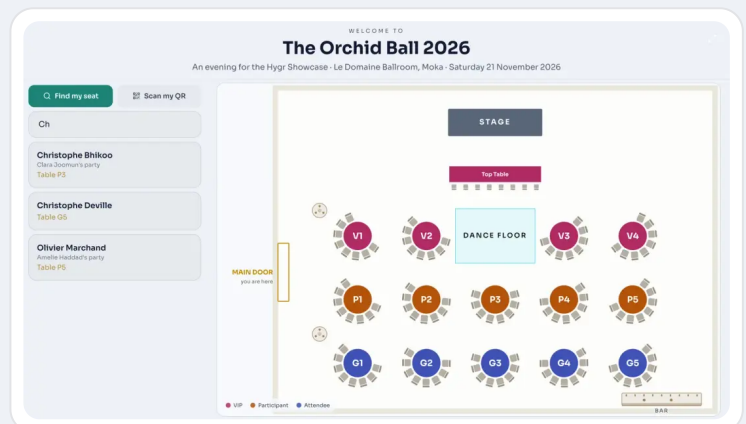
A frame from the film. Watch it at seatly.hygr.dev/portfolio.



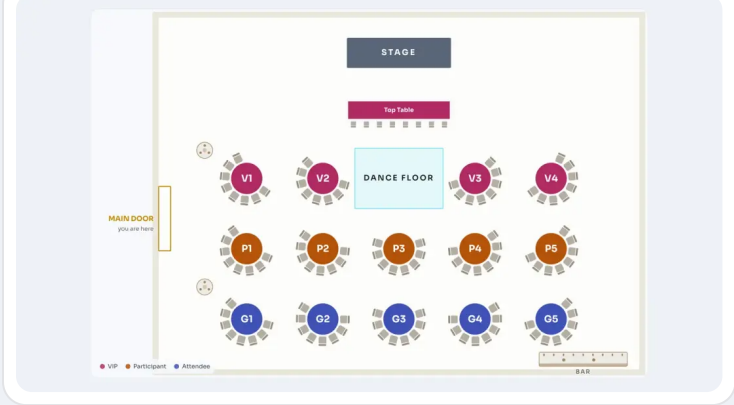
The seat finder after a guest has typed their name: table and seat, everyone at the table, the table spotlighted and the footprint trail from the door they walked in by.



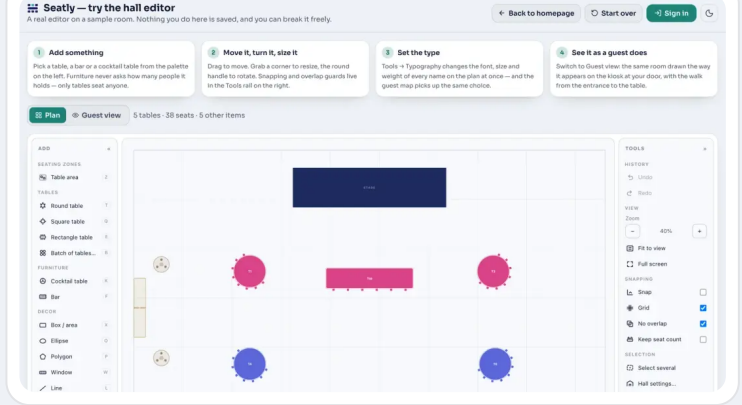
At rest: the event header, Find my seat / Scan my QR, and the active door outlined in gold — “you are here”.



Typing a name lists the matching guests with their party and table.



The TV board: the full-bleed hall map for a foyer TV or projector. No search, no header, refreshes itself.



The hall editor the organiser draws the room in: palette on the left, tools on the right, stage, tables, dance floor and bar.

Crossly

Crossly is a crossword game built as a ladder of levels grouped into themed worlds of ten, each world a graded difficulty tier from Starter upward. Grids follow British quick-crossword rules. The board is built for touch: 44px targets, an on-screen keyboard, a colour-blind-safe mode, and on phones the clue bar and keyboard stack so the keyboard never covers the clue. Anyone can play as a guest with no account; solving is verified on the server, so answers are never sent to the browser. Signed-in play is timed, scored and feeds a leaderboard.

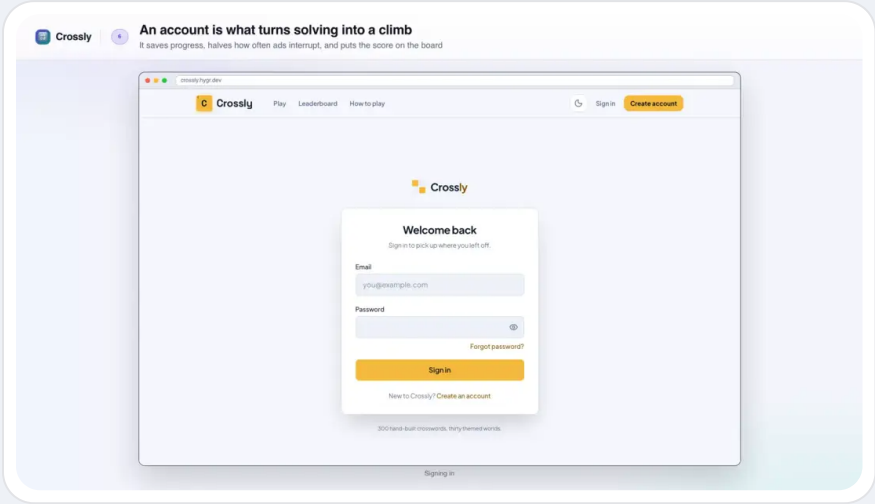
-  Guest phones
-  Tablet

 crossly.hygr.dev

CROSSLY · DEMO FILM

Watch it run

Screen recordings of the real product, nothing staged or animated. Press play — they are silent, so they are safe to watch anywhere. Each one can be watched in the light or the dark theme — the film is recorded twice, not tinted.

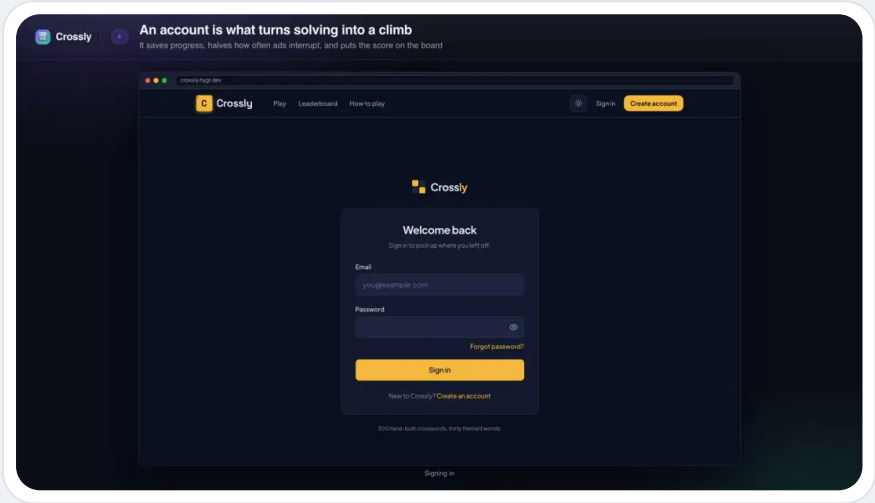


A ladder of crosswords

 2 min 10 s · no sound

From the worlds ladder to a solved grid: a level opening on a phone, clues going in on the on-screen keyboard with the clue bar always visible above it, what a reveal costs, the win dialog, the tablet's two clue lists, and then a signed-in run timed and scored onto the leaderboard.

A frame from the film. Watch it at seatly.hygr.dev/portfolio.



A ladder of crosswords

 2 min 9 s · no sound

The same run in the dark theme, which is what most people playing on a phone in the evening will actually see.

A frame from the film. Watch it at seatly.hygr.dev/portfolio.

300 LEVELS · 30 WORLDS

Three hundred crosswords. One at a time.

Crossly is a crossword climb through thirty themed worlds — from the words you use every day to the rarest corners of the lexicon. Every solve is timed, scored, and stands between you and the next level.

Play now — no signup →

Sign in

300

HAND-BUILT LEVELS

30

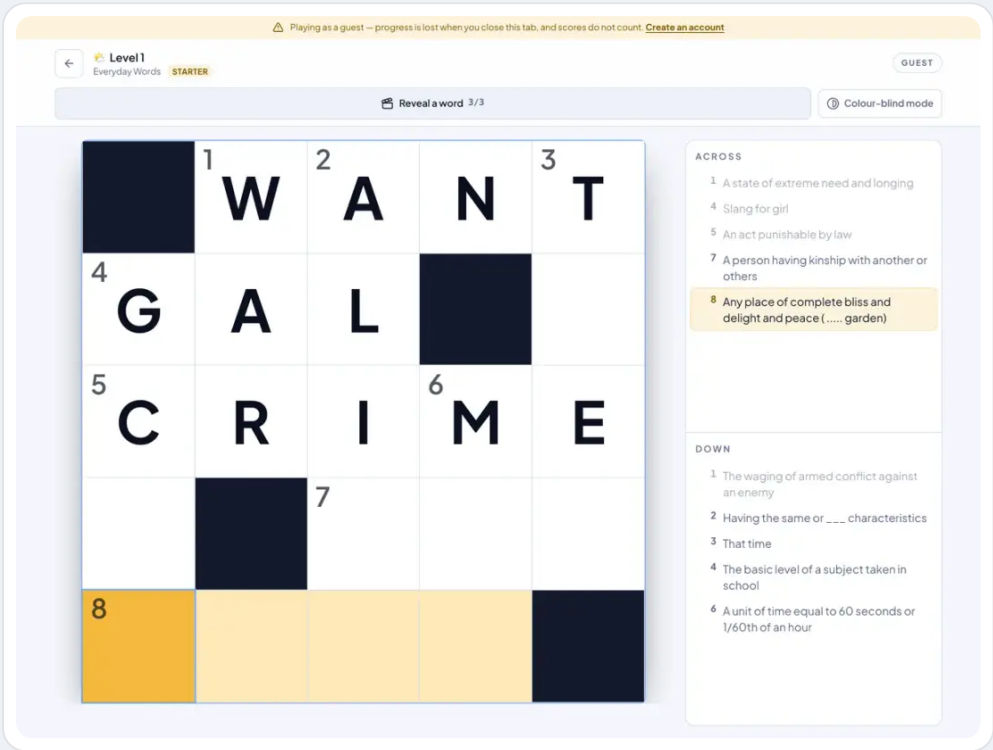
THEMED WORLDS

Free

TO PLAY



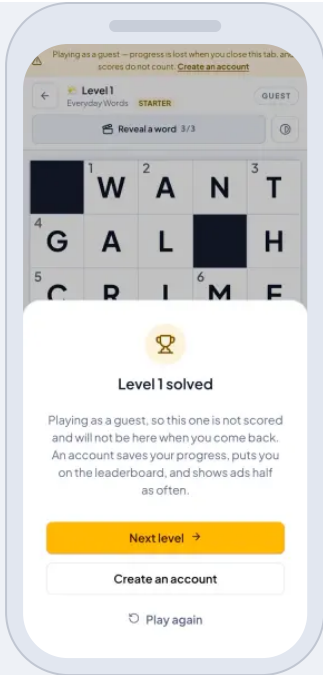
The home page: three hundred crosswords, one at a time, and a Play now button that needs no sign-up.



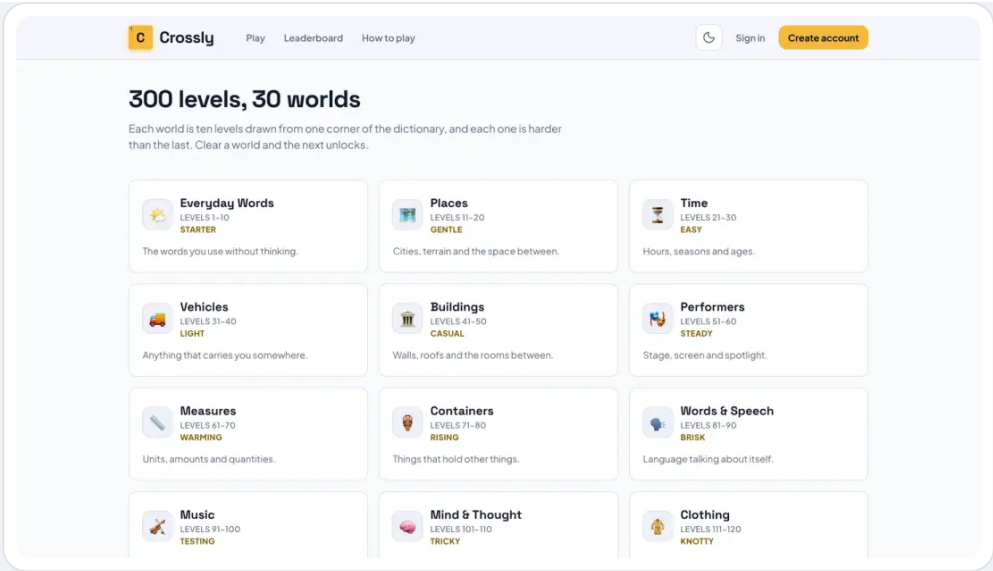
A level on a tablet: the grid on the left, Across and Down clues on the right, and the colour-blind mode toggle in the HUD.



The same level on a phone, part-way through, with the active answer highlighted.



Level solved: next level, create an account, or play again.



The worlds: a card for each themed pack with its level range and difficulty tier.

Wordbloom

Wordbloom makes live word clouds that fill the shape of an event. Guests submit a word — about how they feel, about the event, about the bride and groom — from their phone (by QR or link), from a shared tablet kiosk at the venue that resets after each guest, or from a link sent ahead. The words land on the projector screen and fill a silhouette — a heart, a pair of rings, a baby onesie, a picture of the bride, or the wedding date itself. The layout engine is custom: words already on screen stay where they are when a new one arrives, instead of the whole cloud re-laying out. Phone, kiosk and display all read the same cloud, so they stay in step.

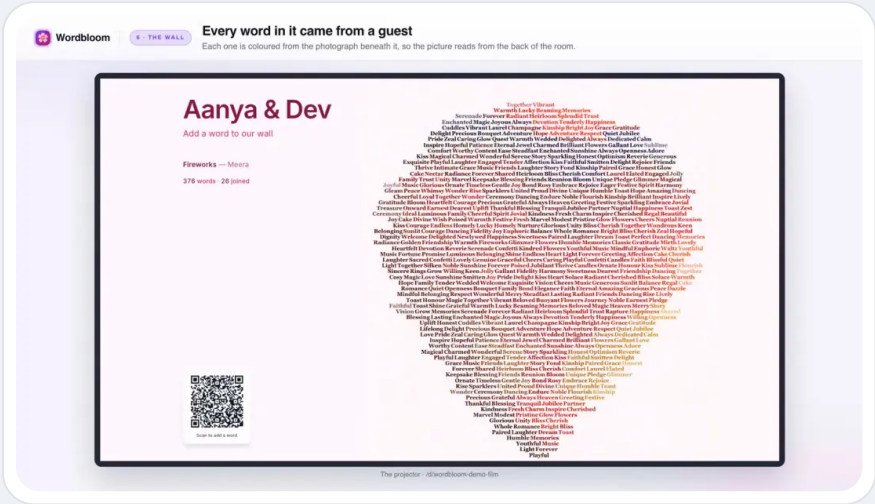
- TV / projector
- Tablet
- Guest phones

[wordbloom.hygr.dev](#)

WORDBLOOM · DEMO FILM

Watch it run

Screen recordings of the real product, nothing staged or animated. Press play — they are silent, so they are safe to watch anywhere. Each one can be watched in the light or the dark theme — the film is recorded twice, not tinted.



▶ An evening of Wordbloom

⌚ 2 min 40 s · no sound

A reception from the first word to the finished wall: the projector filling a heart as guests type from their phones, a word landing on the screen the moment it is sent, the venue tablet, and the organiser swapping the shape and then uploading a photograph — the cut-out runs for real, and the words pour into the picture's silhouette taking their colours from it.

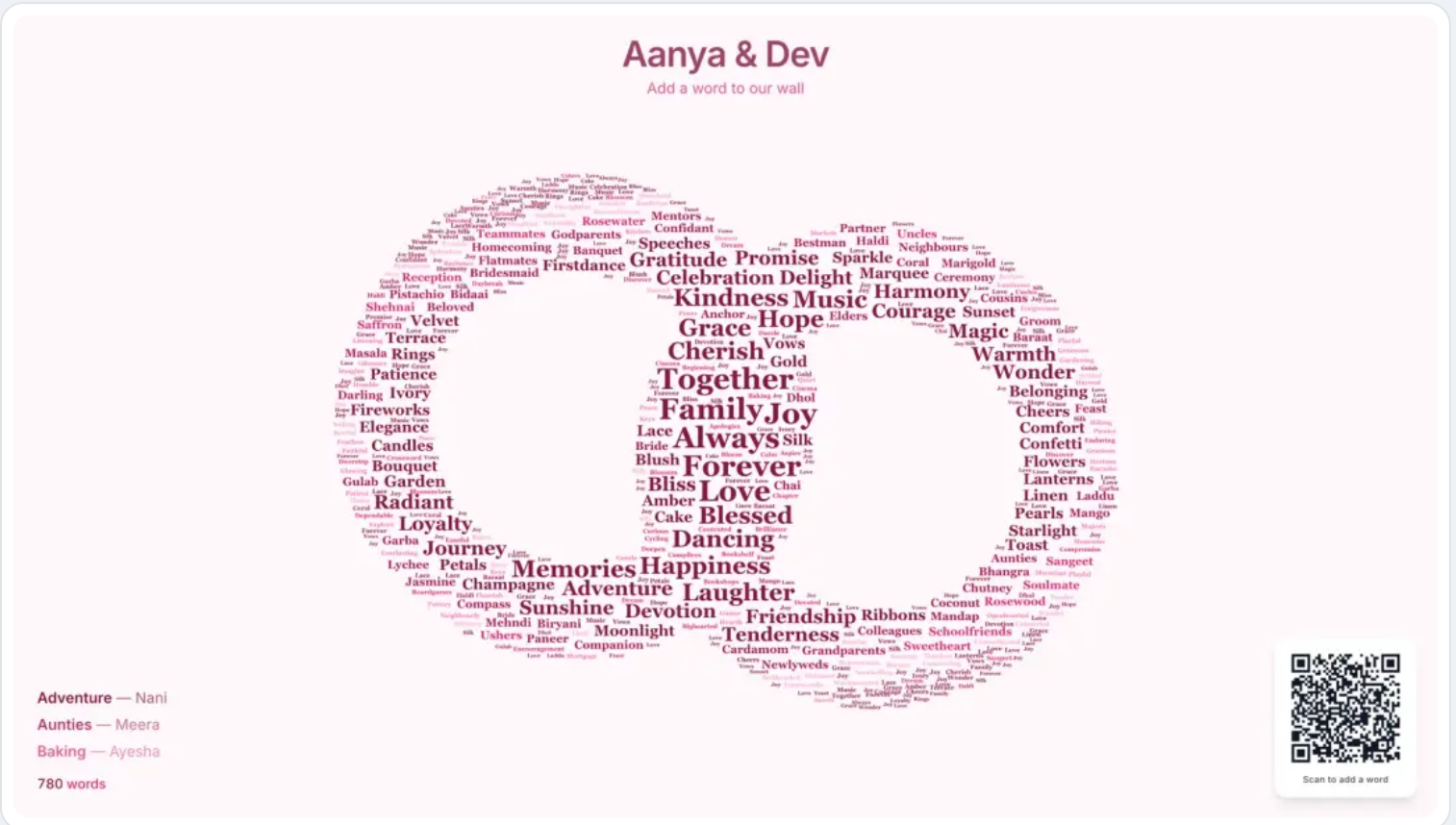
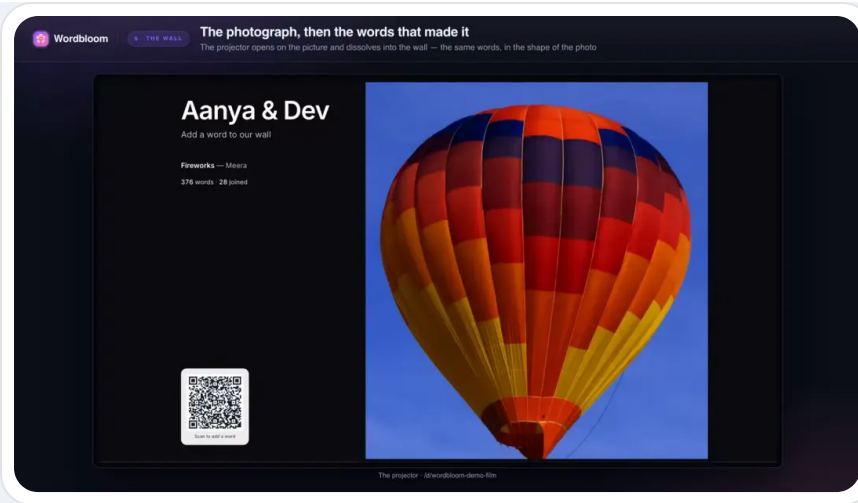
A frame from the film. Watch it at [seatly.hygr.dev/portfolio](#).

▶ An evening of Wordbloom

🕒 2 min 43 s · no sound

The same evening on a dark wall. The theme is a real event setting rather than a filter — Moonlight here, Blush in the light cut — so this is the choice a couple actually makes for the room their screen will stand in.

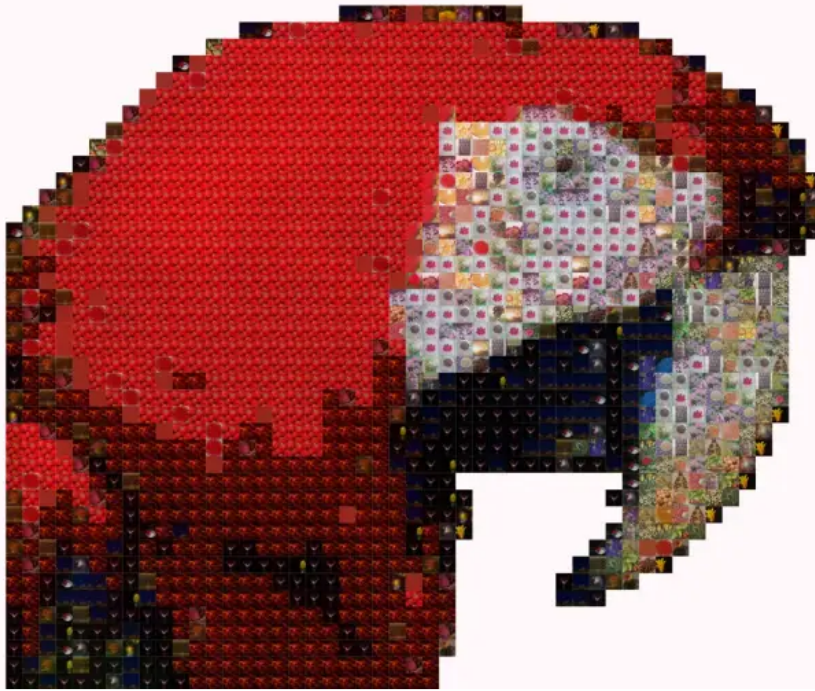
A frame from the film. Watch it at seatly.hygr.dev/portfolio.



The cloud render: 240 different words from the room, each sized by how many people sent it, poured into the couple's rings.

Aanya & Dev

Add a word to our wall



Adventure — Nani
Anchor — Karim
Baking — Ayesha
780 words



Scan to add a word

The mosaic render: the picture rebuilt out of the evening's own photographs, every tile a real one, matched to the patch of the subject it stands in for.

Aanya & Dev

Add a word to our wall



Adventure — Nani
Anchor — Karim
Baking — Ayesha
780 words



Scan to add a word

The stencil render: the same words at one small size with the couple's hearts cut straight through them — it reads from the back of the room, where a cloud stops reading.

Add a word to our wall

Add a word to our wall

780 words



Scan to add a word

Add a word for the happy couple

A word or short phrase...

A word or a short phrase — up to 3 words, 24 characters

0/24

Add to the cloud

OR TAP ONE

Love Bride Groom Family Friends

Cake Dancing Music Memories

Cherish Happiness Laughter Flowers

Confetti Kiss Big Day Best Man

Bridesmaid Forever Joy

3 more words to give

[illegible]

Add a word for the happy couple

Cheers

A word or a short phrase — up to 3 words, 24 characters

5/24

Add to the cloud

OR TAP ONE

Love Bride Groom Family

Friends Cake Dancing

Music Memories Cherish

Happiness Laughter Flowers

Confetti Kiss Big Day

Best Man Bridesmaid Forever

Joy

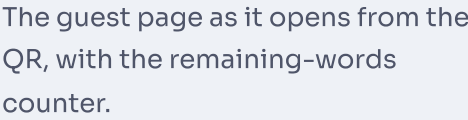
3 more words to give

3 more words to give

Wordbloom

A guest's phone: the prompt, a word typed, and suggested words to tap instead.

The venue kiosk on a tablet: the form and suggested words on the left, the live cloud on the right.



Playly

Playly is party games for weddings, team-building days and events — five of them, on one platform. The projector shows a QR and a six-letter code; guests scan it and play from their own phones — nickname, avatar, then the game round by round with their own score and rank. A touch-screen kiosk at a table runs the same game solo against the clock with a high-score board. The MC drives everything from a phone, and the organiser sets up sessions, content packs and custom content from a console, with results as CSV afterwards. No app, no accounts for guests. Every phone and the projector count down together, and scoring happens on the server, so nothing can be faked from a handset.

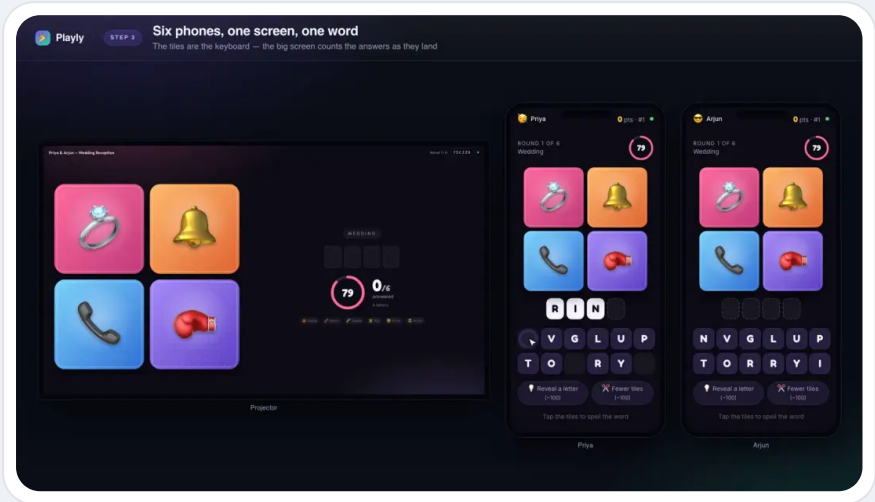
- TV / projector
- Guest phones
- Touch kiosk
- Tablet

[play.hygr.dev](#)

PLAYLY · DEMO FILM

Watch it run

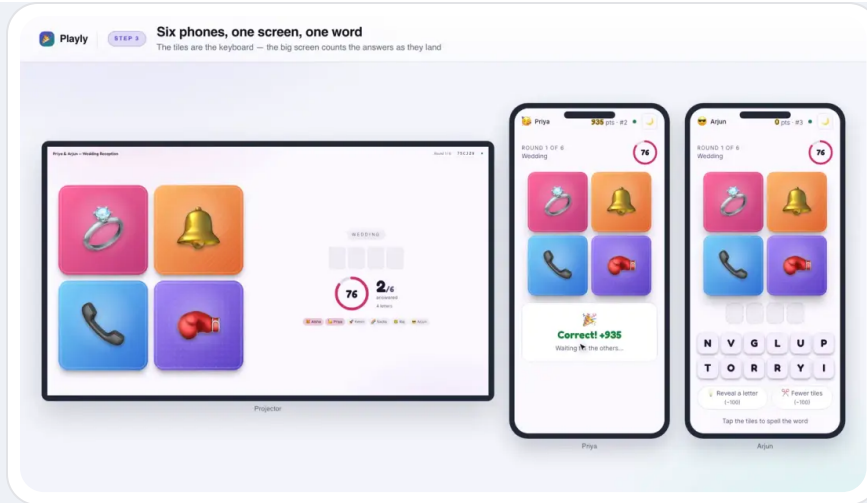
Screen recordings of the real product, nothing staged or animated. Press play — they are silent, so they are safe to watch anywhere. Each one can be watched in the light or the dark theme — the film is recorded twice, not tinted.



[▶ An evening of Playly](#)

⌚ 2 min 49 s · no sound

A wedding reception played through: the code and the QR go up on the projector, six guests join from their phones, and then a round of 4 Pics 1 Word with the scores landing live, the after-dinner Live Quiz, Guess Who, the Photo Scavenger Hunt's wall filling up, and kiosk mode running with nobody hosting it. The projector and the phones are on screen together throughout. Recorded in the dark theme — the one a projector wants. A frame from the film. Watch it at [seatly.hygr.dev/portfolio](#).



▶ An evening of Playly

🕒 2 min 12 s · no sound

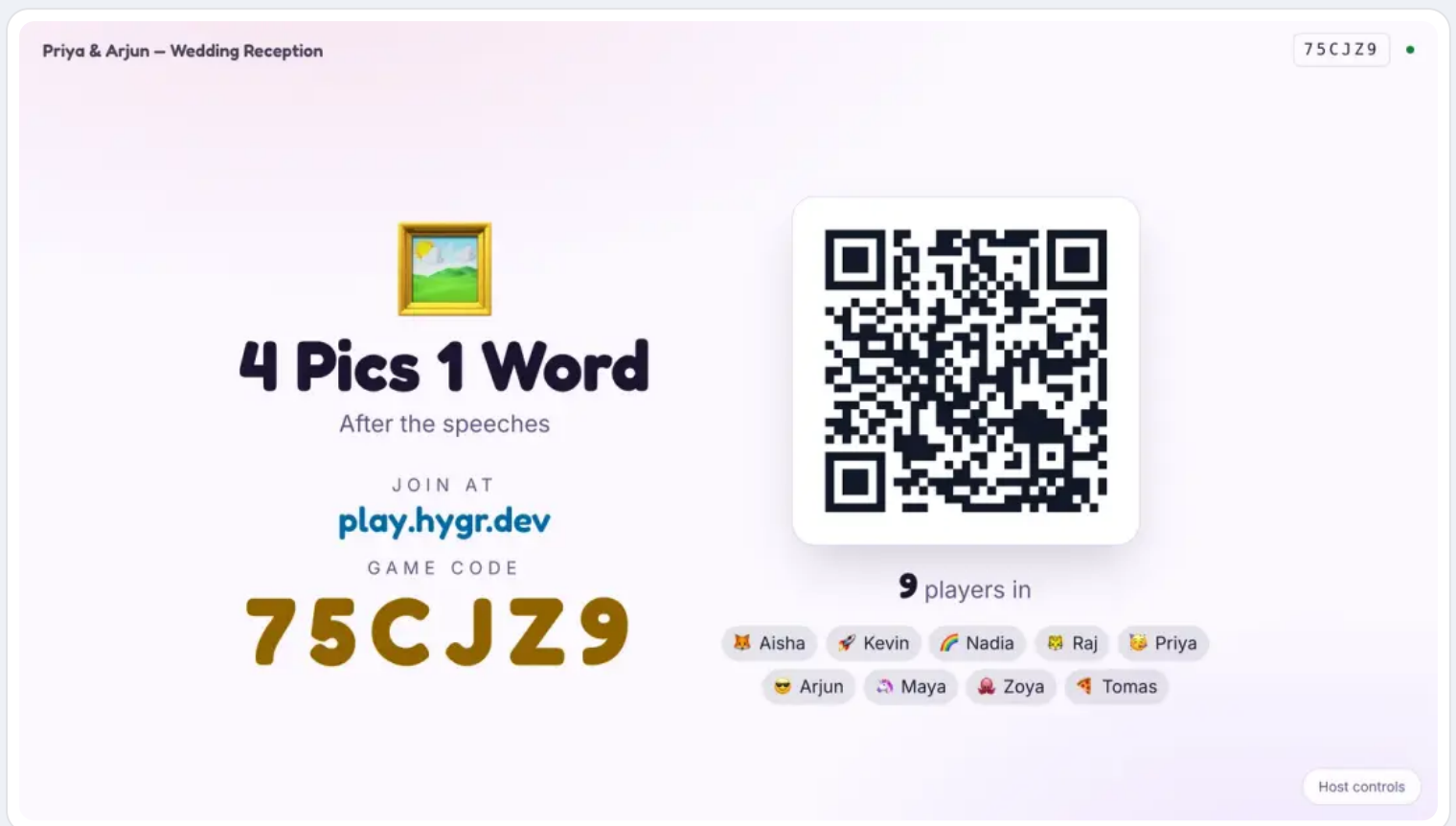
The same evening in the light theme. Playly's venue screens are dark by default — a bright rectangle in a dim hall is hard to look at — so light is a choice the organiser makes per session, and this is what it looks like when they make it: the right theme for a daylit marquee, a team room, or a kiosk by a window.

A frame from the film. Watch it at seatly.hygr.dev/portfolio.

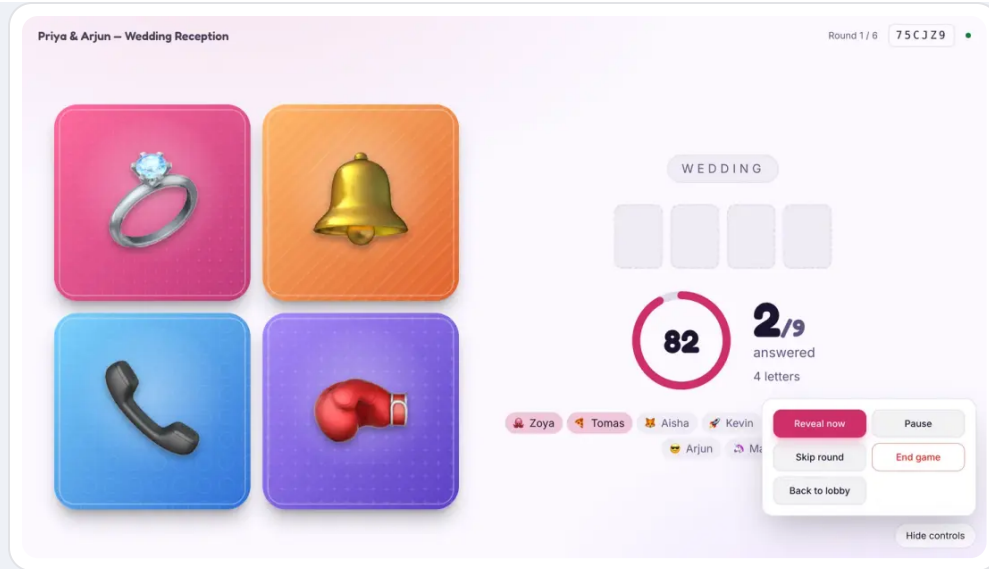
PLAYLY · FOUR PICTURES, ONE WORD

4 Pics 1 Word

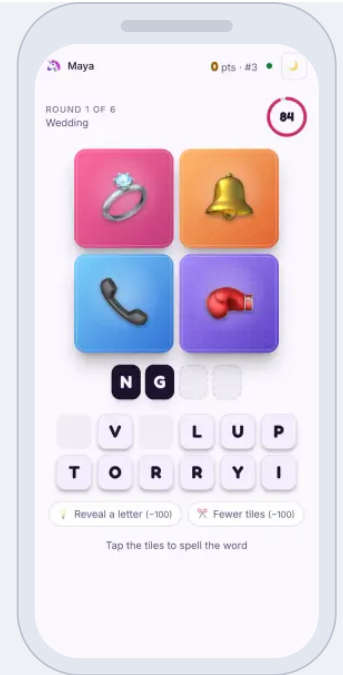
Four pictures, one word: spell it from the tiles before the clock runs out. A hundred stock puzzles in four packs, or puzzles built from your own photos.



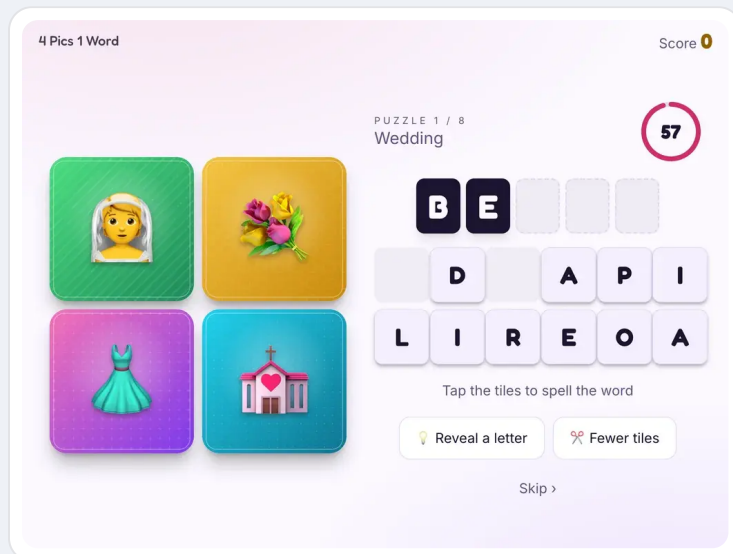
The big screen in the lobby: the game, where to join, the code, the QR, and the players as they arrive.



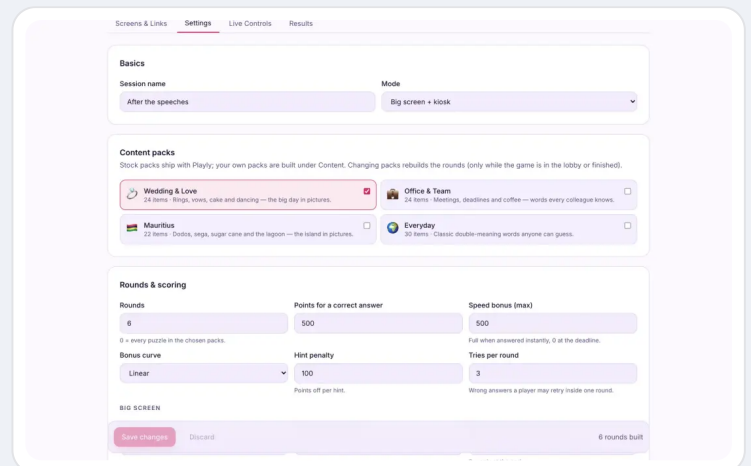
4 Pics 1 Word on the projector: four pictures, the answer boxes, the clock, how many have answered — and the host's controls in a drawer.



The same round on a guest's phone: tap the tiles to spell the word, or buy a hint.



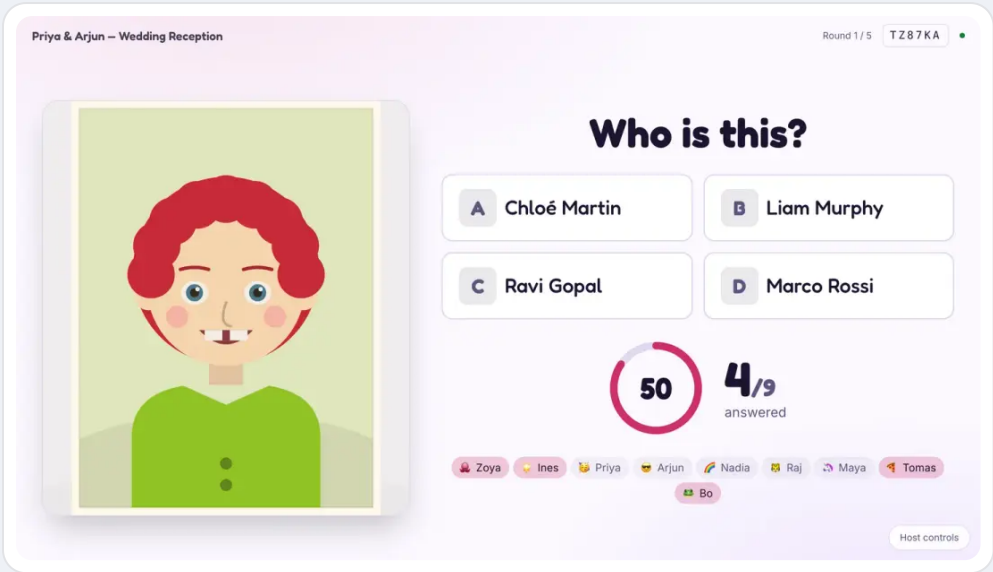
Kiosk mode on a tablet: the same puzzles solo against the clock, then a name and the high-score board.



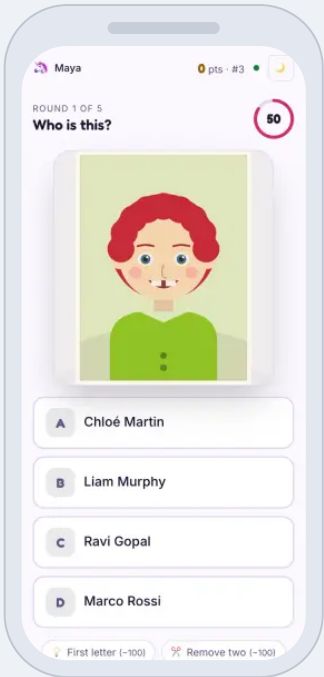
The organiser console: mode, content packs (stock or your own), rounds and scoring — the same console for every game.

Guess Who

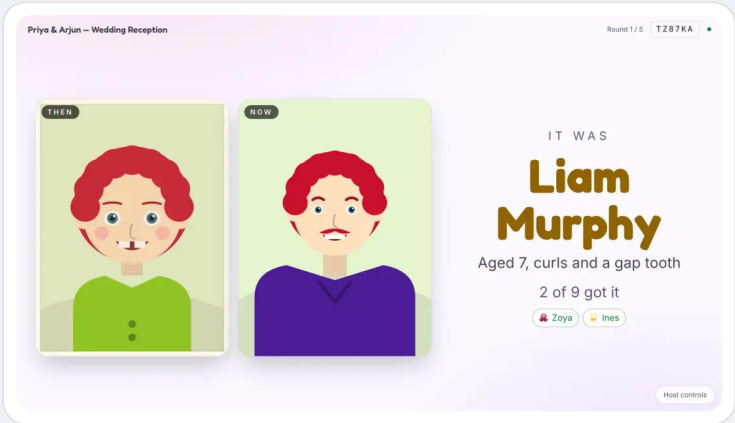
A photo of a guest as a child goes up on the big screen and everyone guesses from a multiple-choice list of names on their phone. The reveal shows the then-and-now pair. Organisers upload their own photos; there is a kiosk mode too.



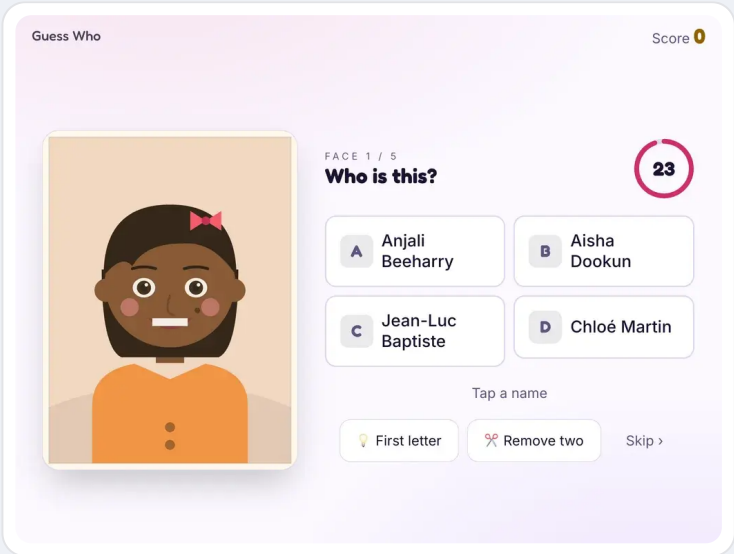
The big screen: the childhood photo, four names, the clock and who has answered.



On the phone: the photo, the four names to tap, and two hints to buy.



The reveal: then and now side by side, the name, the caption, and who got it.



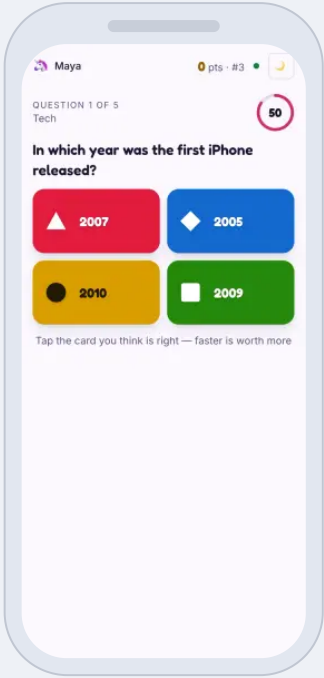
Kiosk mode on a tablet: face by face against the clock.

Live Quiz

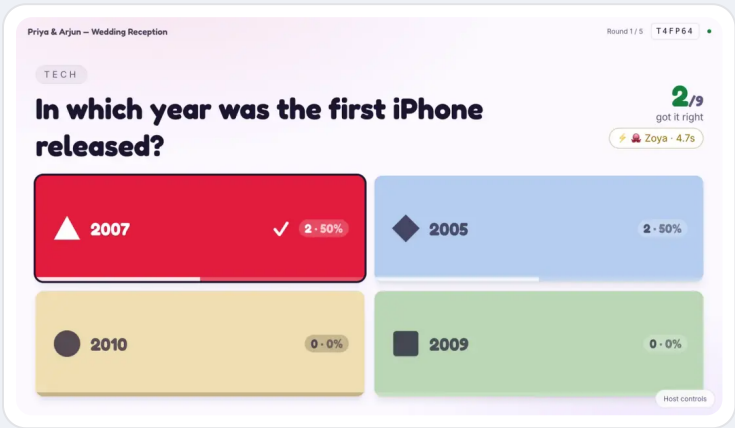
Trivia in the familiar style: the question on the big screen, four coloured option cards on every phone, and more points the faster you answer. At the reveal each option shows how many chose it. Organisers write their own questions; four stock packs ship with it, including a Mauritius one.



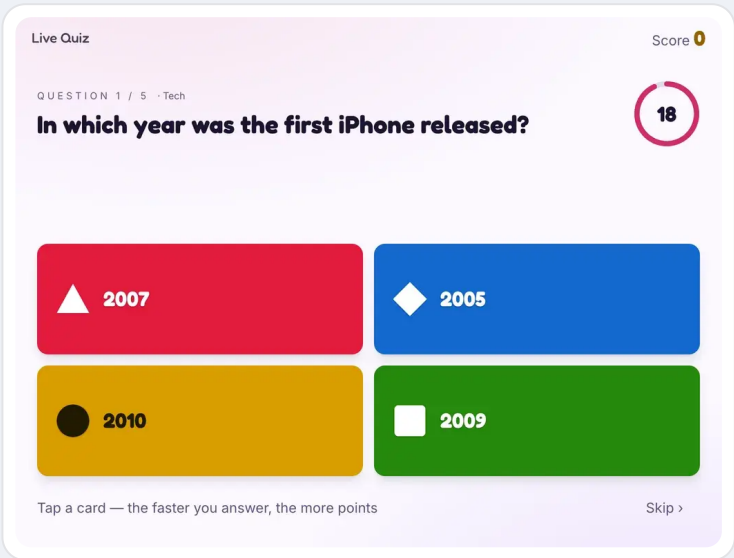
The question and its four coloured cards on the projector, with the clock and answer count.



The same four cards on a guest's phone — tap one; faster is worth more.



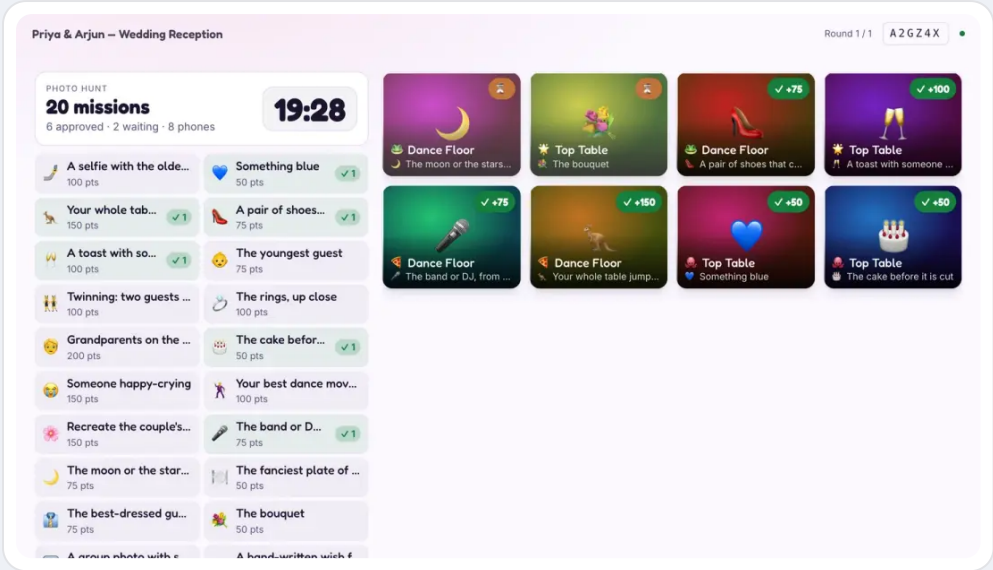
The reveal: the right card lit, a bar under each option for how many chose it, and the fastest correct player.



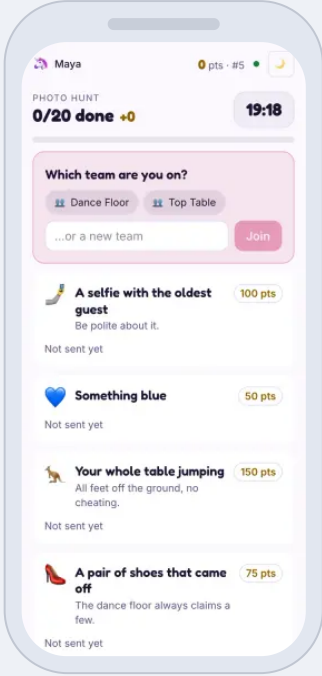
Kiosk mode on a tablet: ten questions solo, then the high-score board.

Photo Scavenger Hunt

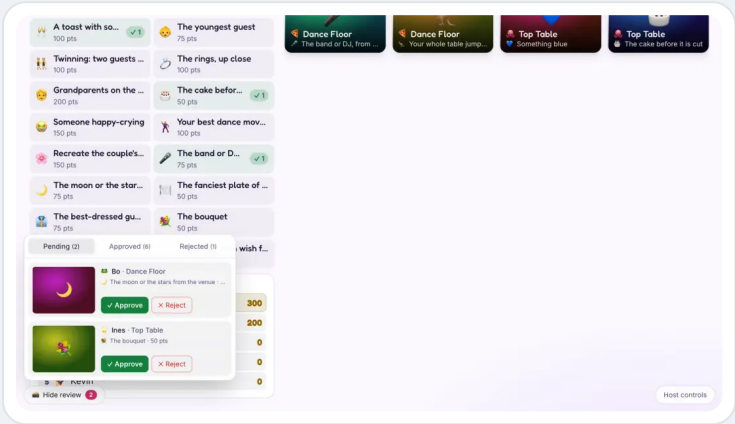
Teams photograph a list of missions from their phones — a selfie with the oldest guest, something blue, the whole table jumping. The big screen shows the mission board, the live photo wall and the team standings; the host approves each photo and can award bonuses. Big-screen only.



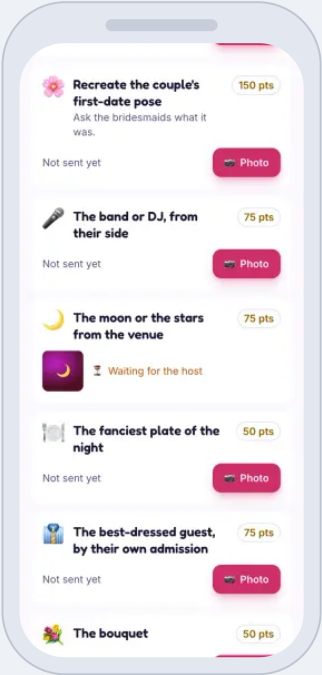
The big screen: the twenty missions with their points, and the photo wall filling up as the teams send them in.



A guest's phone: pick your team, then the missions with their points.



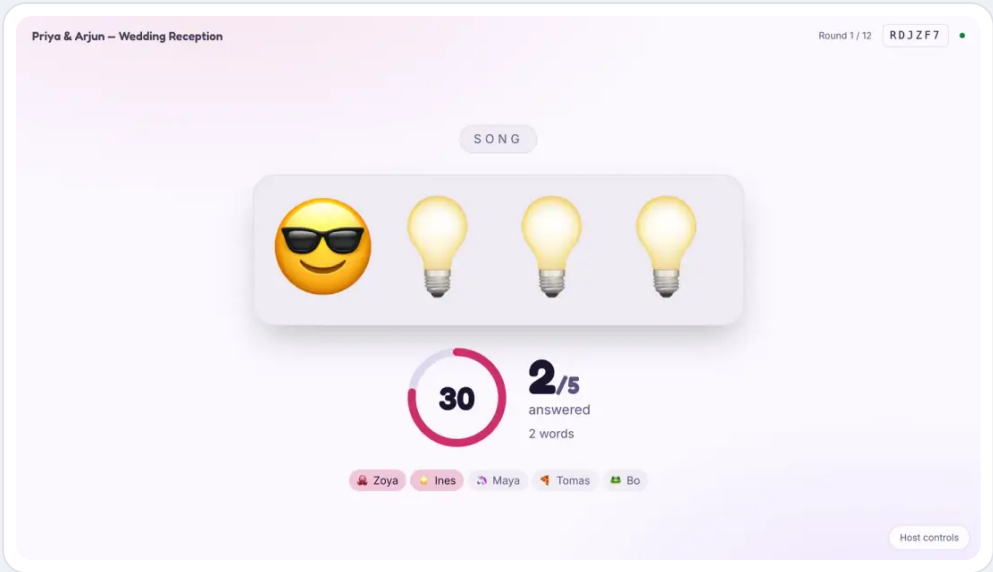
The host's review queue on the big screen: approve, reject, or add a bonus.



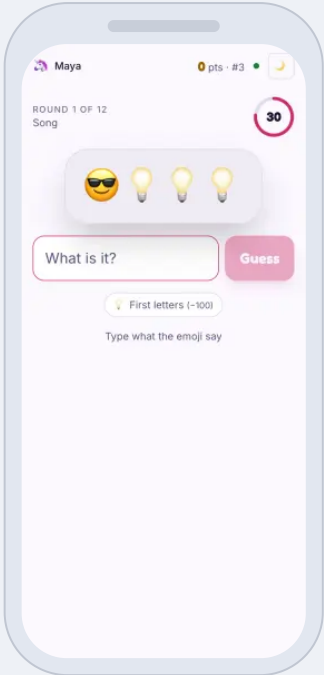
Back on the phone: a photo sent for one of the missions, waiting for the host to approve it.

Emoji Pictionary

A string of emoji stands for a film, a song, a place, a phrase or a wedding thing; players type the answer, and matching is forgiving of spelling. Hints come in stages. The kiosk has its own on-screen keyboard. Two hundred stock puzzles.



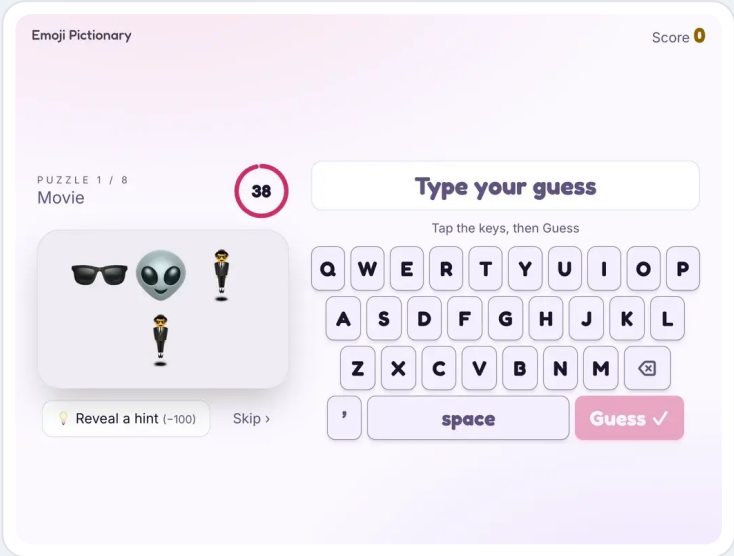
The emoji on the projector, with the category, the clock and who has answered.



On the phone: type the answer; a wrong guess costs a try, and a hint shows the word lengths.



The reveal: the answer, a note about it, and the fastest player.



Kiosk mode on a tablet, with its own on-screen keyboard.

A web page on the screens you already have



Web-based, nothing to install

Every screen is a web page. It runs in the browser on any touch screen, TV, tablet or phone the venue already has — no app store, no download for guests.



Guests join by QR

A code on the big screen, a card or an invitation opens the guest page on their own phone. No account, no sign-up.



Branded per event

The event's name, colours and wording on every screen, so the kiosk at the door looks like part of the night, not part of our software.



Kiosk, TV, phone — the same product

One event, several screens: the touch kiosk at the door, the projector in the hall and the phones at the tables all read the same data.

- ⊖ We do not sell hardware. Any touch screen, TV or tablet with a browser will do — yours, the venue's, or hired for the night.

Tell us about the event

A wedding, a conference, a gala, a team day. Say which screens you have and how many guests are coming, and we will show you what would run on them.

[Contact HYGR Solutions →](#)

