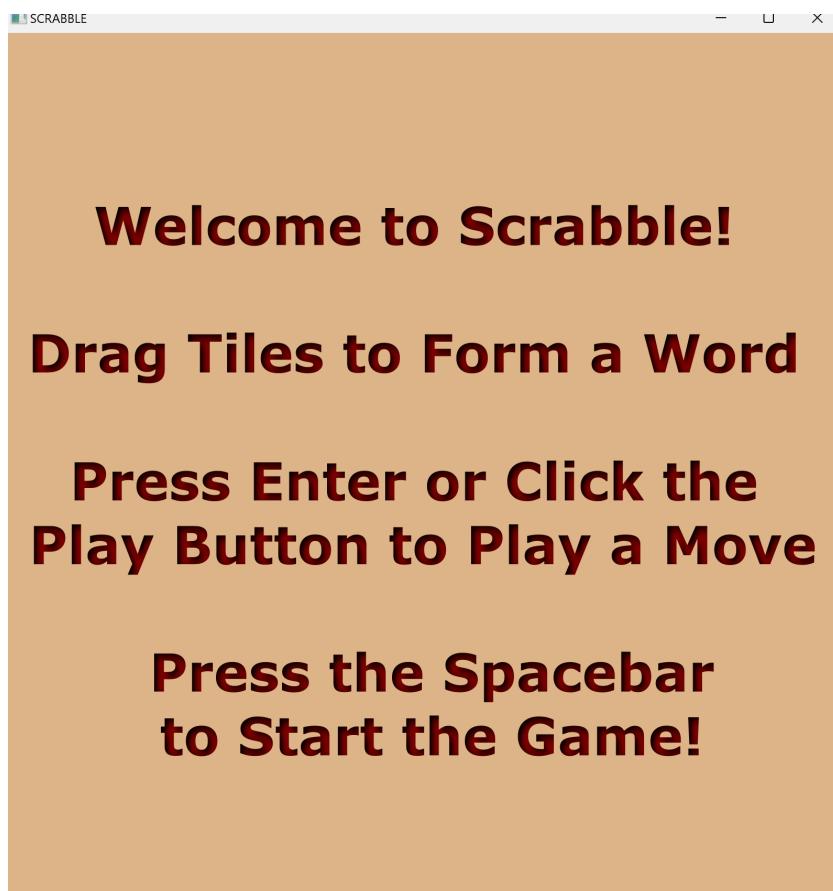


SCRABBLE User Guide

When the game starts, a wooden-tile-colored blank screen with text appears that welcomes the user to this two-player game, instructs them to create words with tiles, directs them on the two ways to play a move: pressing enter or clicking the play button, and finally encourages them to press the spacebar to get the Scrabble game started! *Image below depicts this.*



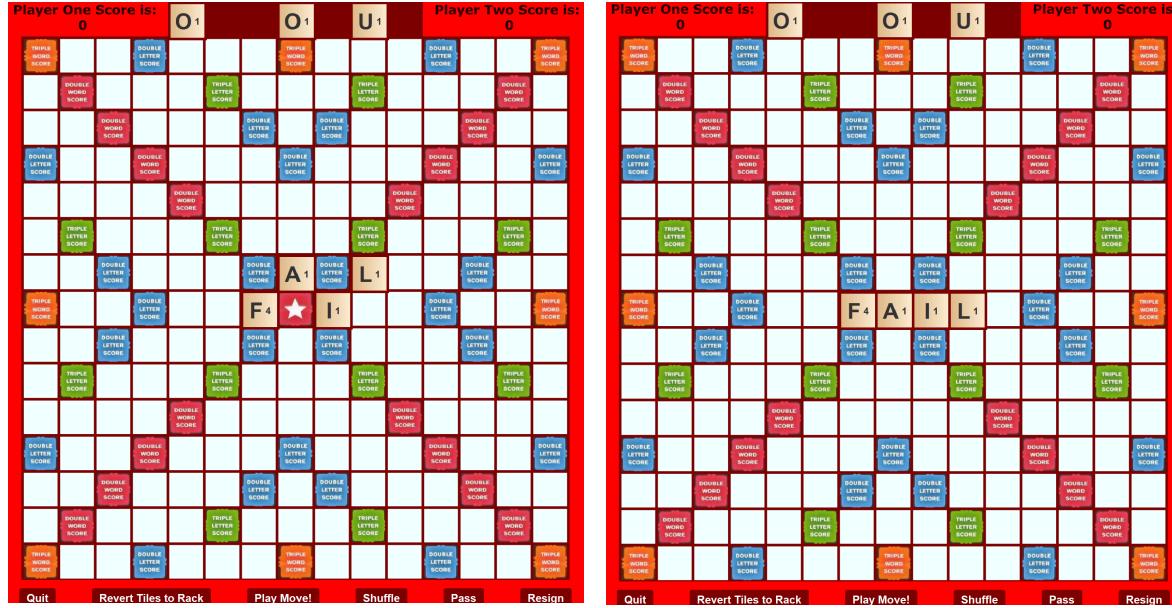
Once the spacebar is pressed, the user is notified that it is the first player's turn, and the screen displays a complete Scrabble board interspersed with four types of distinctly colored, move-score-changing squares (ex. 'Double Letter Score'). From an invisible tile bag of 100 tiles, seven are randomly drawn for each player, with all seven of the first player's tiles being

displayed above the board on a maroon-colored tile rack currently hidden behind the seven tiles, and the second player's tiles not yet being visible. The tiles can be dragged and dropped onto the board by the player via the mouse, but if they are attempted to be dropped on a location that is not on the board or on top of another tile, then the tile is reverted back to its position on the tile rack. Both players' starting scores, zero, are also displayed above the board on either side of the rack of tiles. *Image below depicts all this.*



The objective of the game is for each player to create words with the tiles and accrue the most points by the time the game is over, to win. Some rules starting off are that in any move, all tiles played must be oriented such that they are adjacent to other tiles and are in a horizontal or

vertical line. Every word created in a move must be a valid dictionary word. Also, if it is the first play of the game, then one of the tiles must be on the center board square, marked by a white star. *The two images below depict an invalid vs. a valid tile orientation, with the left being invalid and the right, valid.*

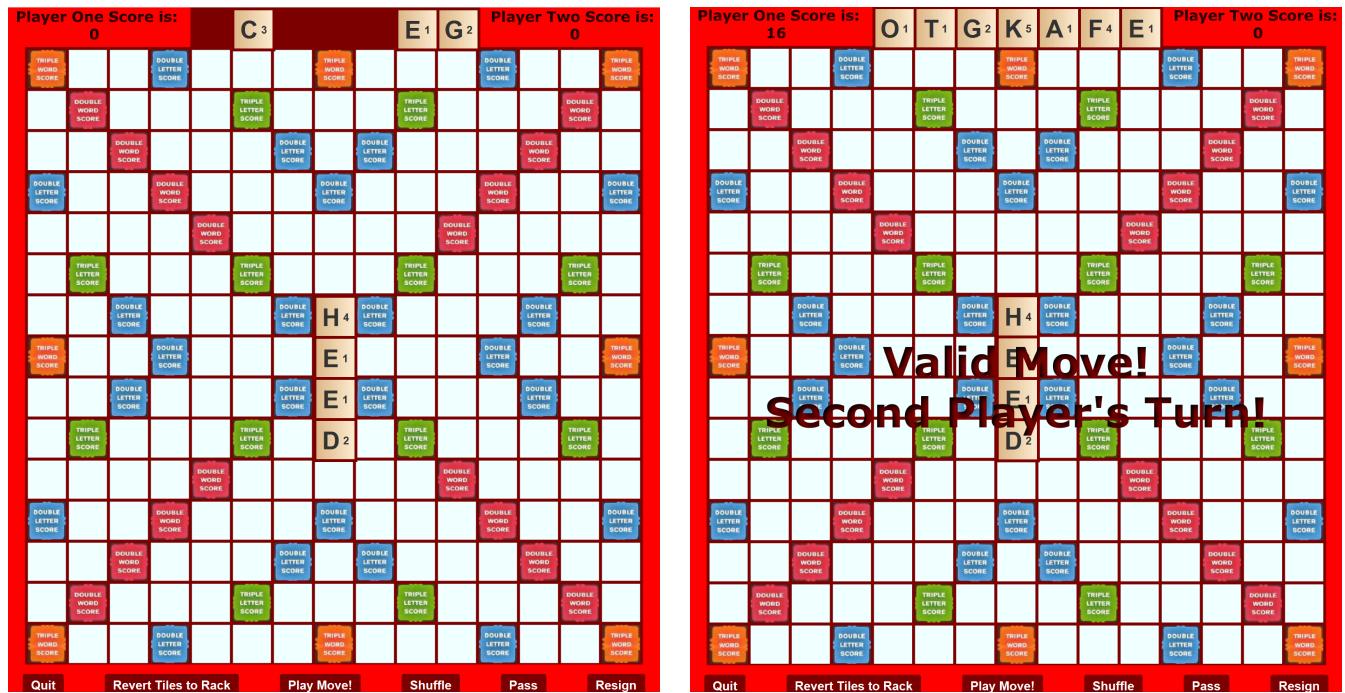


Below the game board are six buttons that can be clicked to prompt the action that they are titled after. ‘Quit’ button closes the game window. *No image included; button is self-explanatory.*

‘Revert Tiles to Rack’ button sends all player tiles placed on the board (but not yet successfully validated) back to the tile rack. *The two images below depict this button’s function, with the left one depicting the tiles before the button click, and the right one depicting the tiles after click.*



'Play Move' button prompts the validation of a move, and if the move is valid, the score of the player whose turn it is, is incremented by the total score of that move, which is calculated by finding the score value of every word created by the move. To find the score of a word, the board squares below each tile of the word are checked, and if they are a special square, then the score of the tile or word is incremented accordingly. Then, the tiles are permanently added to the board, meaning they become immobile. Turns are switched, and the other player's tiles are displayed. The user is alerted of the validity and the turn switch. If the move is invalid, the user is prompted to click the 'Revert Tiles to Rack' button to revert all their tiles and play another move - the tiles aren't automatically reverted so that the user can see what word was invalid and not make the same mistake. The score is not incremented. *The two images below depict this button's function when a valid, 16-point-move is played, with the left one depicting the game before the button click, and the right one depicting the game after button click.*



The two images below depict this button's function when an invalid move is played, with the left one depicting the game before the button click, and the right one depicting the game after click.



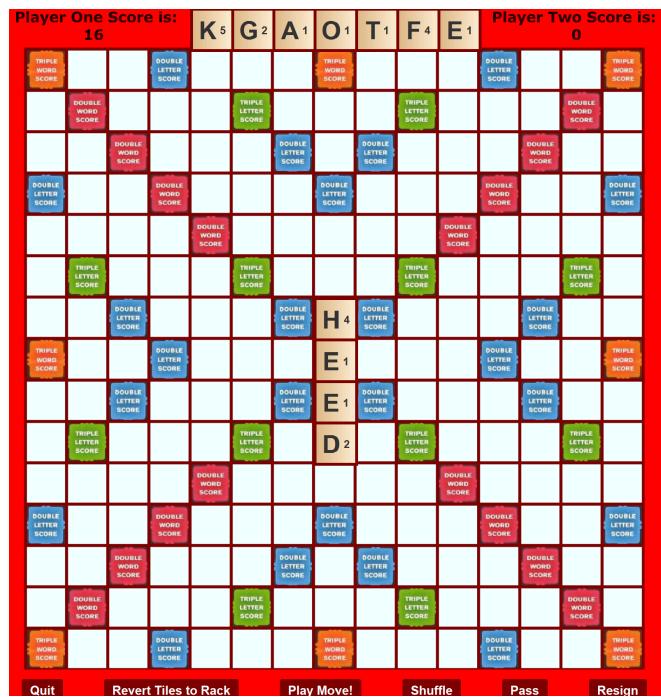
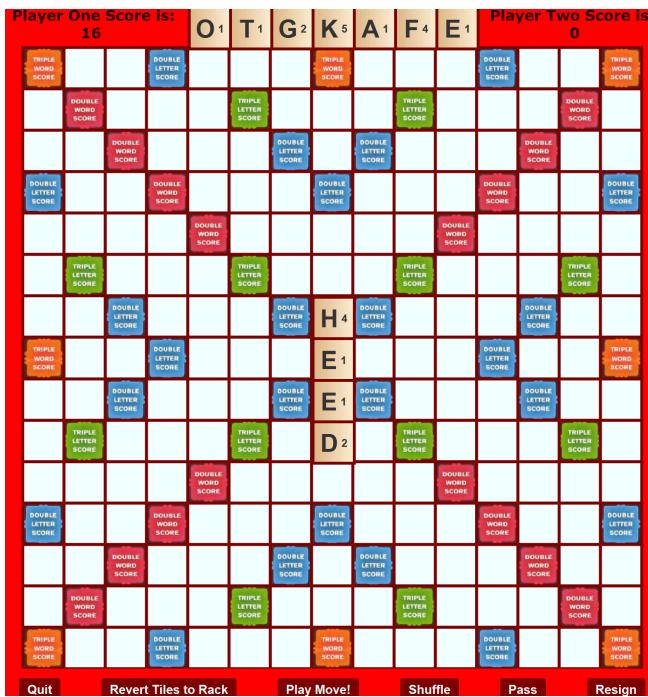
As a note, pressing the ‘Enter’ key will yield the same results as clicking the ‘Play Move’ button.

Also, if the ‘Play’ button is clicked or ‘Enter’ pressed when no tiles are placed, the user will be

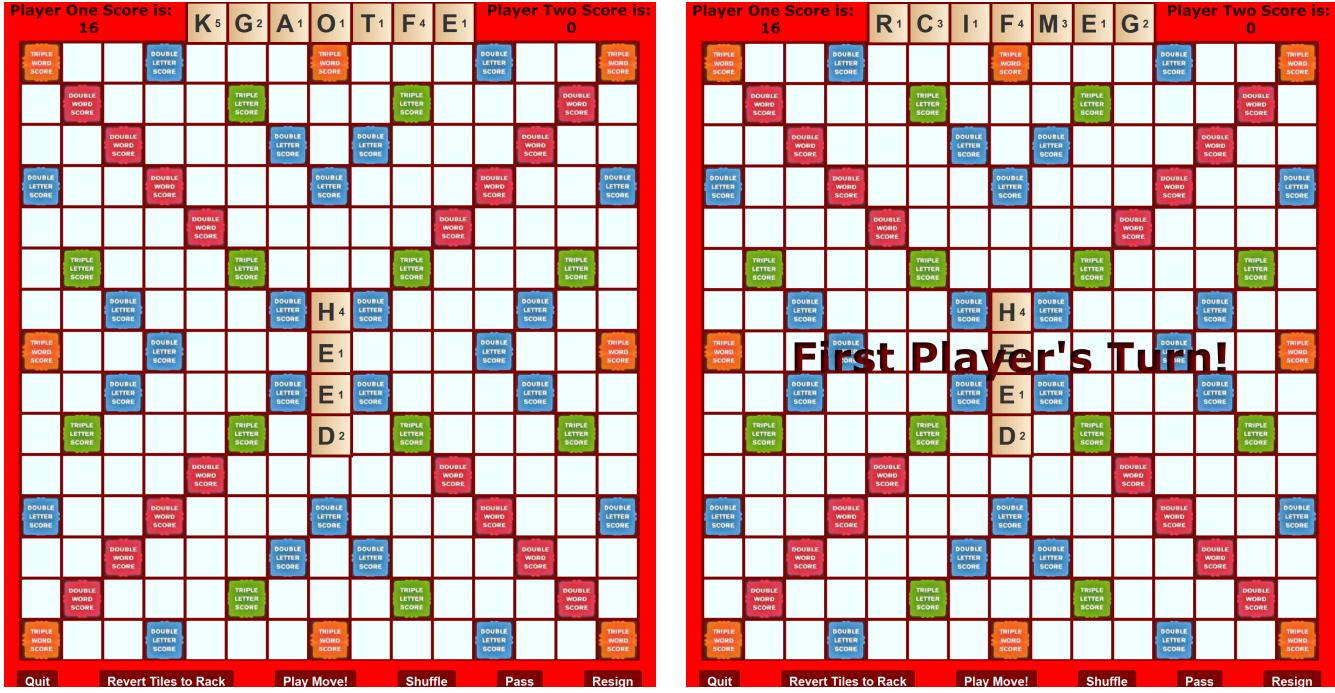
warned. *Shown in image below.*



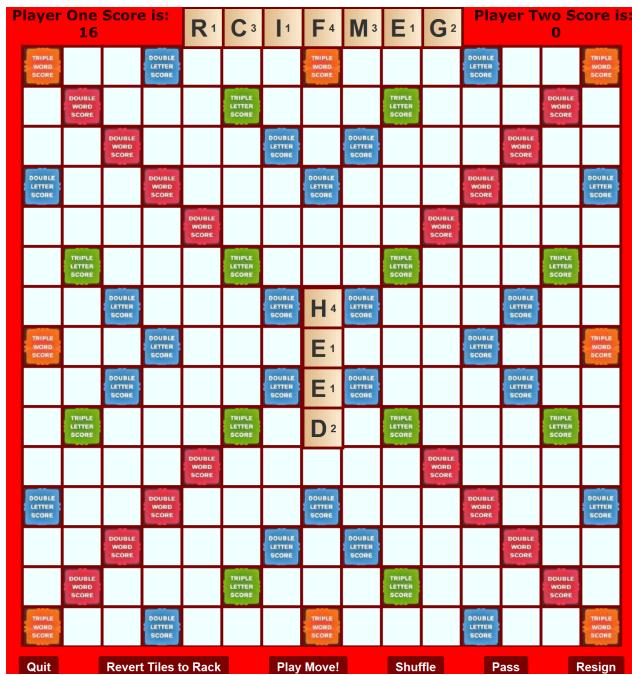
'Shuffle' button randomly rearranges the order of a player's tiles on the tile rack, thus shuffling them. *The two images below depict this button's function, with the left one depicting the tiles before the button click, and the right one depicting the tiles after button click.*



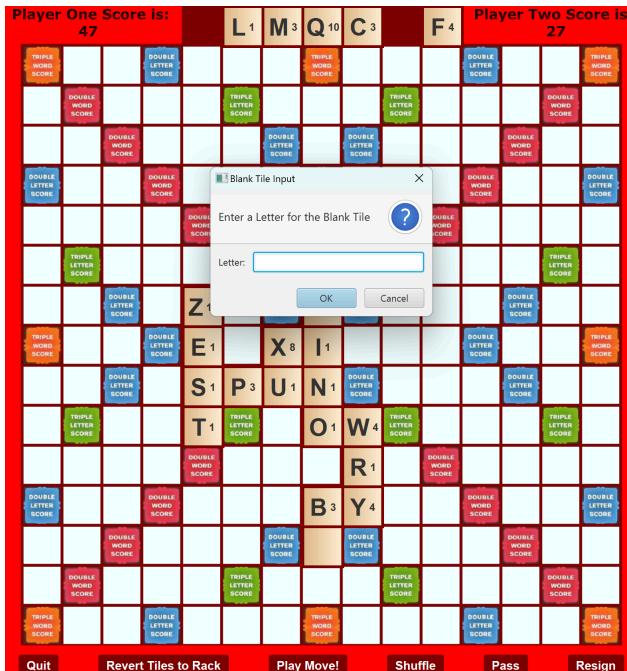
'Pass' button skips a player's turn, displays the other player's tiles, and alerts the user of the turn switch. *The two images below depict this, with the left one depicting the game before the button click during player two's turn, and the right one depicting the game after button click.*



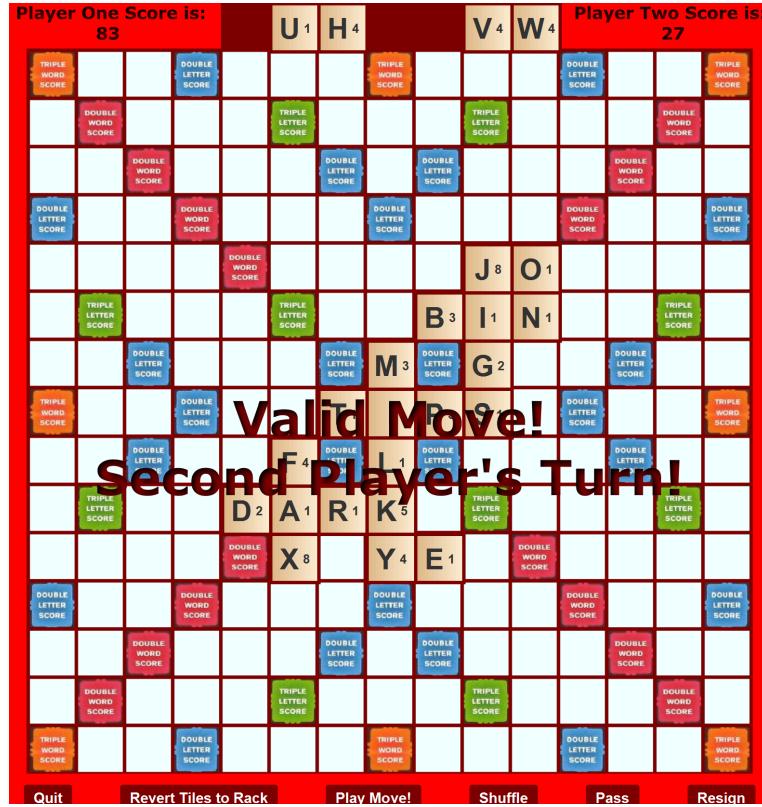
'Resign' button alerts the user that the player whose turn it was when the button was clicked has resigned, the game is over, and the other player has automatically won. After 'Resign' is clicked, only the quit button responds to the mouse. Also, clicking the tiles or pressing enter does not yield any response. *The two images below depict this button's function with the left one depicting the game before the button click during player one's turn, and the right one depicting the game after button click.*



When a blank tile is placed on the board, the user is prompted to enter a letter to set as the tile's letter. Unless the user enters one alphabetical letter, they will continue to be prompted for a single letter input. *The two images below depict this, with the left depicting the bottommost tile before user input, and the right one depicting the tile after user input of the letter 'A'.*



At a certain point when the tile bag runs out of tiles, the player's tiles on the tile rack will not be replenished despite moves being successfully played. *Image below depicts this.*



For the game to be over, a player must resign, or the tile bag must be out of tiles and a player must successfully play all their tiles. If this happens, the player with the greater number of points is the winner. The user is alerted that the game is over, as well as which player was the winner. *The two images below depict this, with the left one depicting the game before the final move 'hi' was played by player one, thus before the game was over; and the right one depicting the game after 'hi' was played, thus, after the game was over and player one won.*

