Scrabble Game

Scrabble is a word game that consists of 2-4 players and a bag of letters. A user pulls 7 letters out of the bag to start the game and then proceeds to arrange the letters on the board into different values. Each square the letters are placed on can have a value of nothing, triple letter, triple word, double letter, and double word. Any tiles that are on the board and touching other tiles adjacently must collectively spell out a word. A score is then calculated and added to the total score of a player. The game is finished when there are no more tiles left in the bag.

Figure 1: Scrabble Board Game

For the proposed Java Swing game, the "blank" tiles in the scrabble game will be removed and only two people will be allowed to play. If this scrabble version was an online game we would allow for up to 4 players and a customizable board size, however more than two people alternating in front of a computer to play scrabble is unlikely.

Two players will alternate sitting in front of a computer to play scrabble. 7 letters will be generated in the "hand" JPanel which has a gridLayout of 1,7. The user will then click a tile and then click a spot on the board. Each backboard will have a listener class as well as each tile. A replace() method will then be called to replace the board tile with the letter. The wordChecker class will then check the placement of the word to see if it is an acceptable word. If it is the user will be prompted with a text box asking them to input their calculated score. This will continue until there are no letters left in the bagOWords class or not enough letters to maintain 7 in each person's hand. After this happens the scores of each player will be compared and then a victor will be declared.
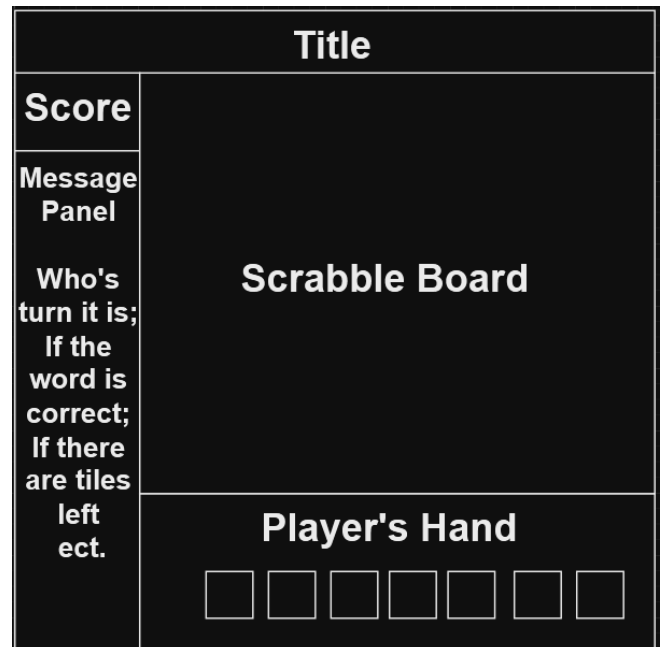

Figure 2: Layout of the Scrabble GUI

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