**BASIC REQUIREMENTS FOR BOTH TEAMS-USABILITY**

**Help button**

-This button should be implemented on both team UI   
-This button is best known as a circle with a question mark in it.

- the word “Help” underneath will let users know that this is a help button.

- Help, Button should describe all functions on the UI.

- eg: Shuffle: rearrange letters on player hand.

- Furthermore, Help Button should describe the method of playing the game under “HOW TO PLAY” section.

**HOW TO PLAY**

Oswebble Tips:

1. First word **MUST** be placed on the **center tile**.  
2. Words have to be played either left-to-right or top-to-bottom.

3. To move a tile onto the board: **Tap** the tile from your hand to select a tile and then **Tap** the board to place the tile.

4. Words need to be placed **next to or joined with** other words already placed on the board.   
5.Once a word is placed on the board, press **(depending on team)** “PLACE” or “PLAY” to end your turn.

6. Points are based on the number on the tile.  
7. Each player will get **(minutes depending on team)** for their turn.  
8. Players have to either “EXCHANGE” tiles or play a word on the board each turn.  
9. Playing **Oswego-themed words** like "shineman", "lakers", "oswego", etc. (including proper nouns) will result in a bonus.

10. Playing a word over the gold ("DW") or green ("TW") tiles will result in a double or triple-word bonus. **(blue team will be different based on their word bonus)**

11. Attempting to play profane words will result in your **removal** from the game.  
12. Have Fun!