Words Mobile Ready Game Documentation

Contents

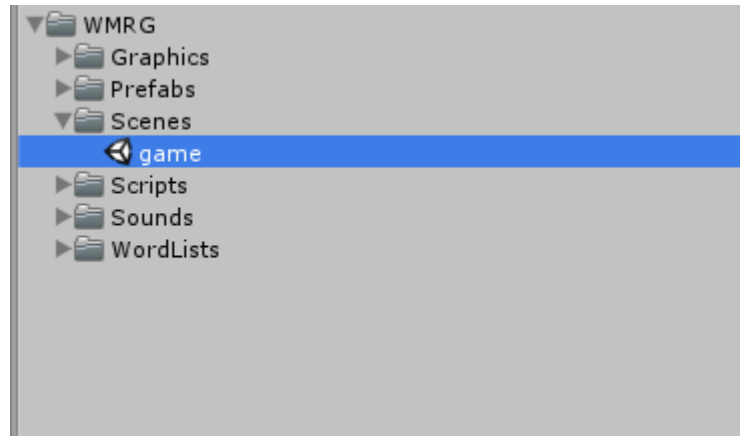# Overview

This package represents ready to play scrabble like game targeted for mobile platforms. Game is turn-based and can be played up to 2-4 players. This asset based on English language only but you can implement any other using guide in "Tips & Tricks" chapter.

Quick Start

For quick start playing open "game" scene in WMRG/Scenes/ and hit "Play" button!

Select players count and click play button.
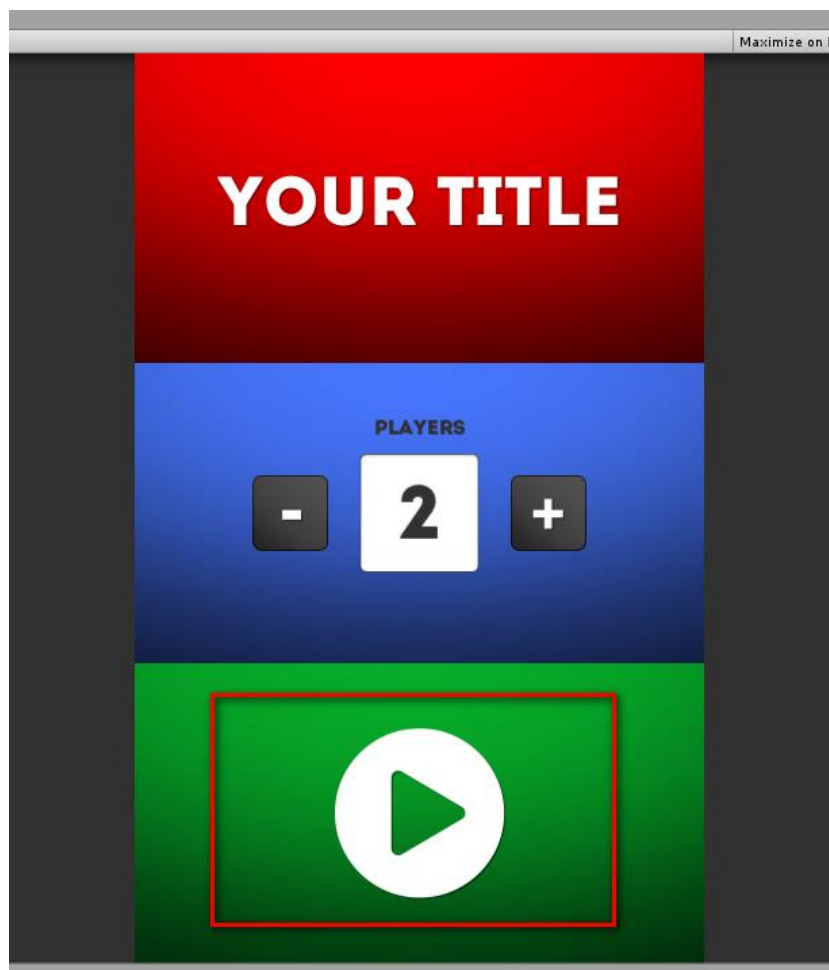
Game rules

Basics

Up to four players can play this game. The object is to score more points than one's opponent. A player collects points by placing words on the game board. Each letter has a different point value, so the strategy becomes to play words with high scoring letter combinations.

Board

A game board is made of up cells in a square grid and has 15 cells wide and 15 cells high. The game tiles fit within these cells one to a cell using drag & drop.

Tiles

Game is played with exactly 100 tiles. 98 of these tiles contain letters on them, while there are 2 joker tiles with "*" on it. The jokers substitute for any letter in the alphabet. Various letters have different point values, depending on the rarity of the letter and the difficulty in playing it. Joker tiles have no point value.

Tile values:
- 0 pts – Joker tile
- 1 pts – A, E, I, L, N, O, R, S, T, U
- 2 pts – D, G
- 3 pts – B, C, M, P
- 4 pts – F, H, V, W, Y
- 5 pts – K
- 8 pts – J, X
- 10 pts – Q, Z

Extra Point Values

Some squares on the Scrabble board represent multipliers. If a tile is placed on this square, then the tile's value is multiplied by a factor or either 2x or 3x. Certain tiles multiply the point value of an entire word and not simply the tile on that space.

Double Letter Scores(DL) - Green cells are found isolated on the board. When a tile is placed on this space, that tile's point value is multiplied by two.

Triple Letter Score(TL) - This is a yellow cell on the board. The tile placed on this square has its points multiplied by three.

Double Word Score(DW) - Blue cells are found running diagonally towards the four corners of the board. When a player plays a word on one of these squares, the point value of the entire word is multiplied by two.

Triple Word Score(TW) - This is a red square on the game board. These are found on the four sides of the board equidistant from the four corners of the board. When a word is played using this square, then the points for the word are multiplied by three.

Note that extra point squares are only usable once. If one player plays a word using this cells, then the next time that space is used to make a word, the point value is not multiplied.

Game start

At the game start each player receives 7 random letter tiles. Game starts from first player. The player can do one of three things on a turn. The player can place a word, exchange tiles or pass. Most of the time, the player will take the option of playing a word.

Exchanging tiles allows a player to replace anywhere between one and all of the tiles on the player's rack. If this option is taken, the player cannot do anything else that hand. Therefore, a tile exchange cannot be performed on a turn when the player places a word on the board. A player may pass at any time.
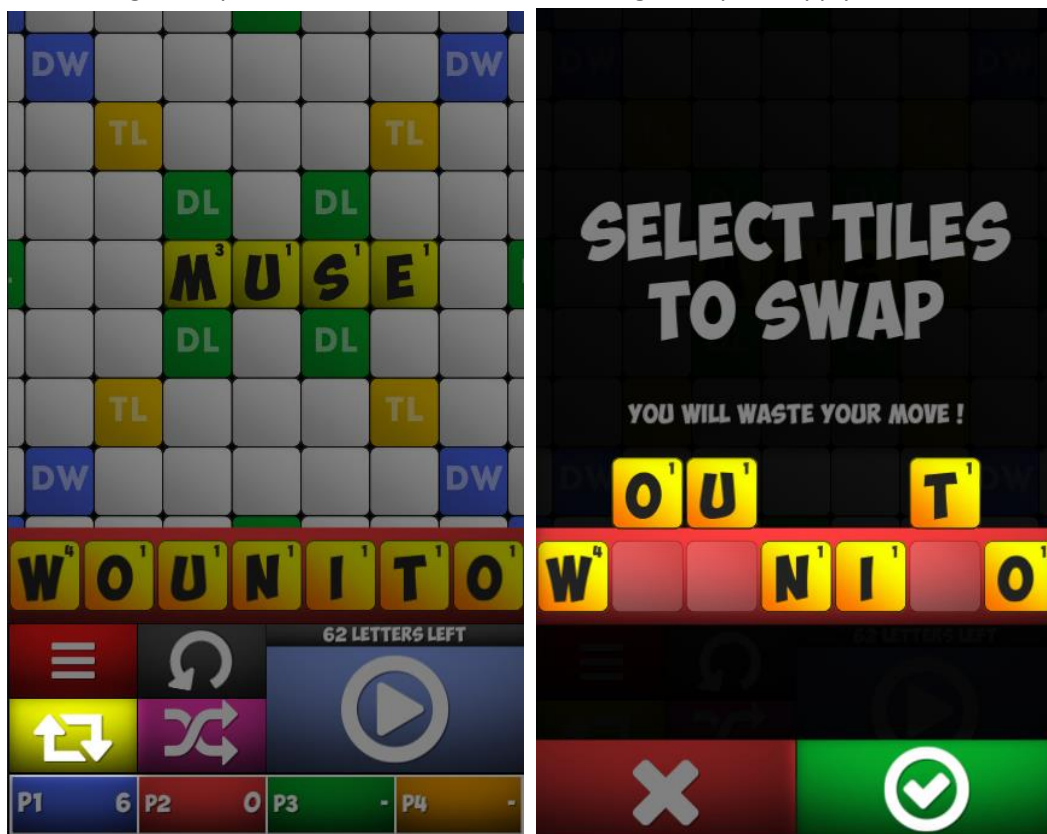
A player begins the game by placing a word on the square at the center of the board.
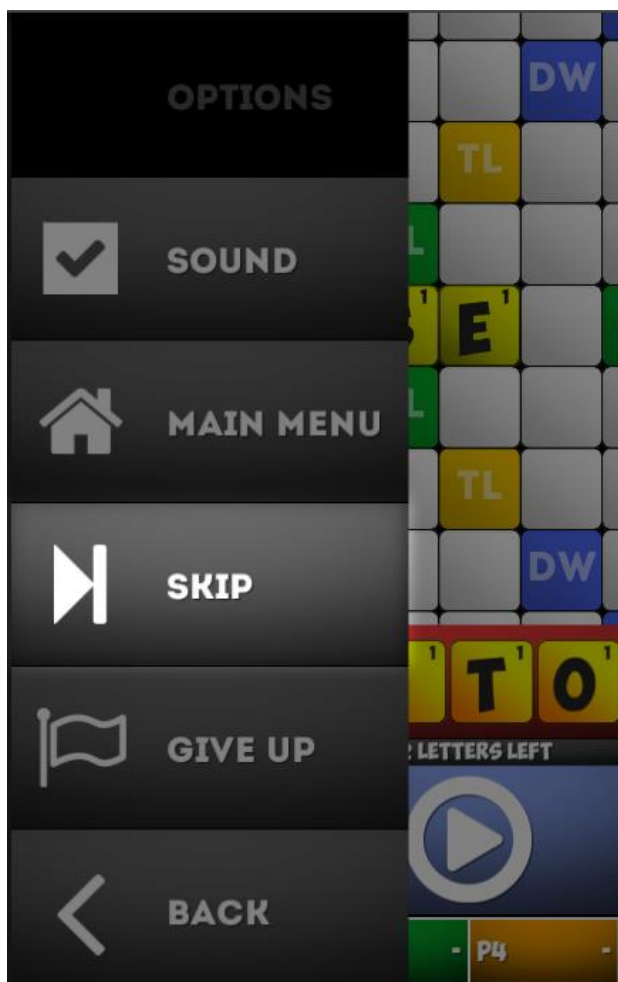
Turn options

To apply a word drag and drop tiles on board and click apply button.

To exchange tiles press button, select tiles to exchange and press apply.

To pass press menu and click "Skip turn"
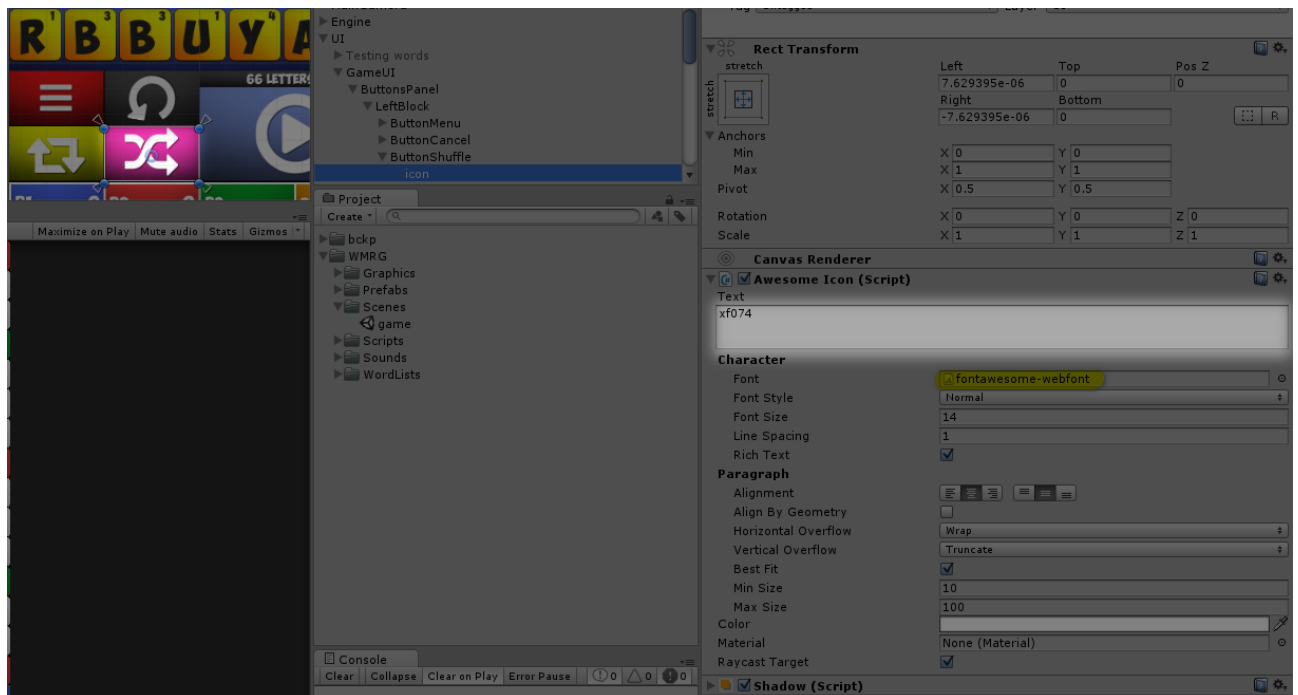
Game end

When all of the tiles have been taken and one player has used all of the tiles on their rack, then the game ends. Also if players skipped their turns in row so much times as the current players count multiplied with 2 game ends. For example, if 2 players skip their turns 4 times in a row. The player who earned the highest score wins.

Accepted words

Players may place any word which can be found in a standard English language dictionary. The list of accepted words is in text file in WordLists/ospd_optimized.txt

Using Font Awesome icons

To use it you need to put *AwesomeIcon.cs* script on empty object in canvas, put "fontawesome-webfont" from Graphics/fonts as font and fill "Text" field with icon code like *xf****


All icon code you can find here http://fortawesome.github.io/Font-Awesome/cheatsheet/

|		
▶ fa-play []		◉ fa-play-circle []
🗲 fa-plug []	4.2	✚ fa-plus []
⊞ fa-plus-square []		⊞ fa-plus-square-o []
🖶 fa-print []		Ⓟ fa-product-hunt []
🐧 fa-qq []	4.1	▦ fa-qrcode []
❓ fa-question-circle []		66 fa-quote-left []
⚓ fa-ra (alias) []	4.1	⤨ fa-random []
♻ fa-recycle []	4.1	👽 fa-reddit []
⊡ fa-reddit-square []	4.1	↻ fa-refresh []
✖ fa-remove (alias) []		◑ fa-renren []
↻ fa-repeat []		↩ fa-reply []
⇄ fa-retweet []		¥ fa-rmb (alias) []

Implementing other language

To use your language, you need to set up alphabet, words list and joker letters list.

To set up Alphabet click on **Alphabet** object in inspector and set up all letters.
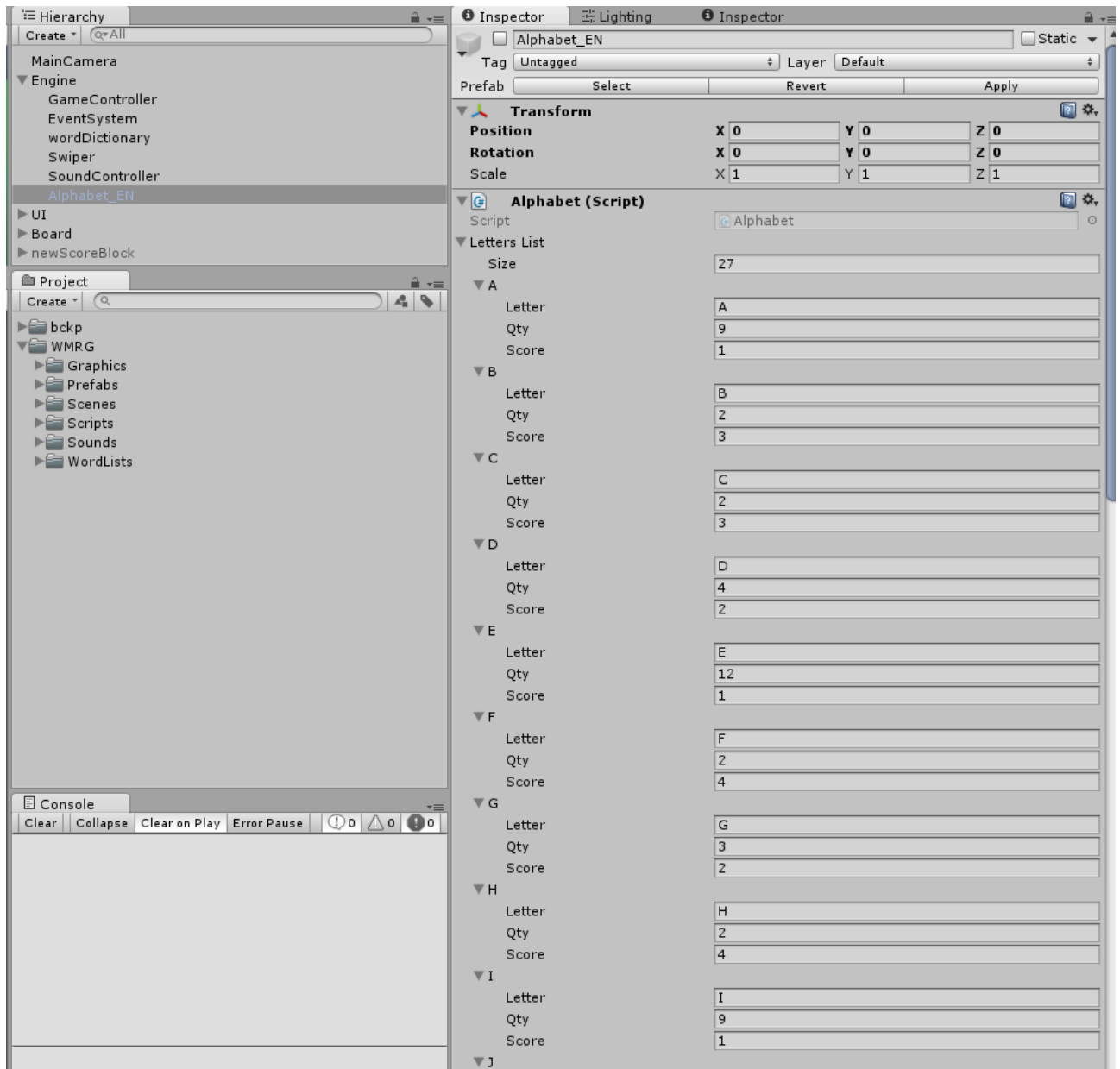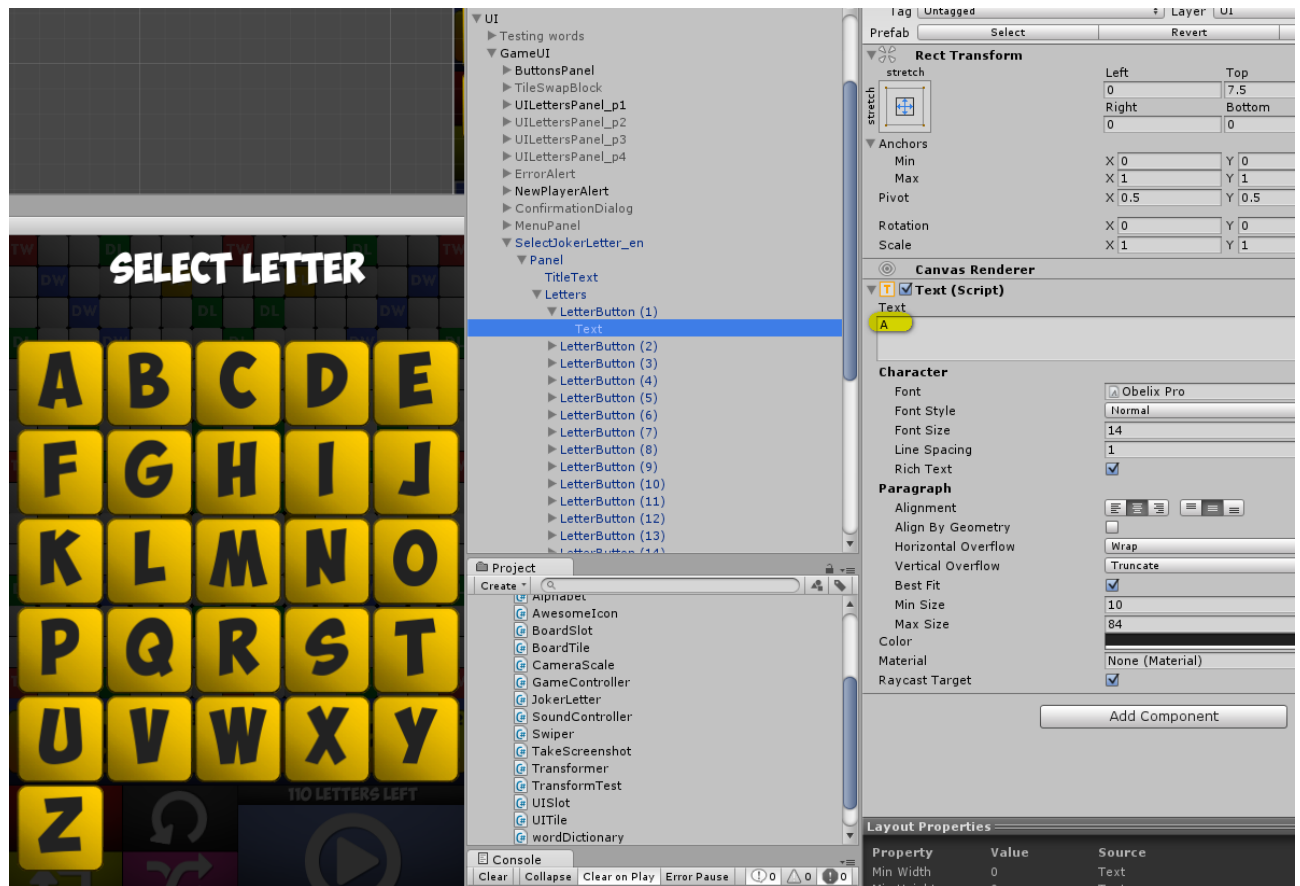

To set up words list put the words in a text file and assign it in inspector for **wordDictionary**
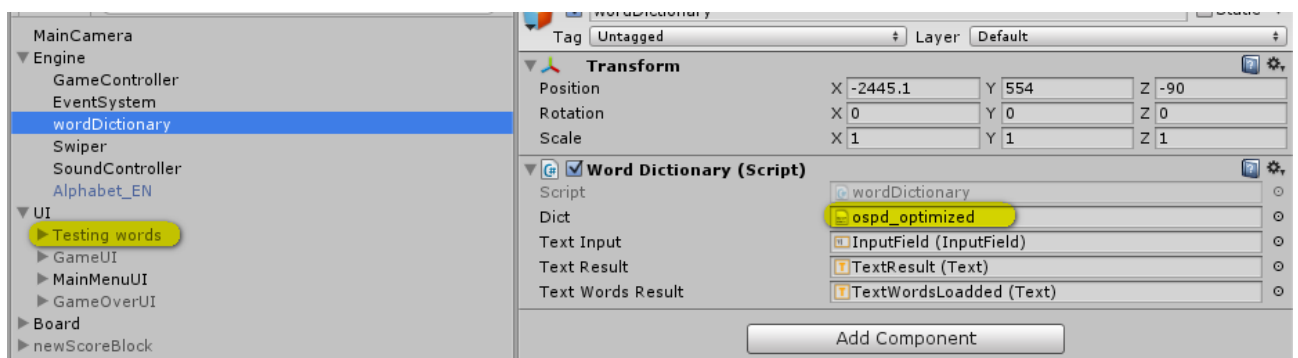
To check your dictionary works correct enable **Testing words** object and hit play.

To set up joker letters just edit it in inspector, details on screenshot below.

If you have any questions please email me at hasean[at]mail.ru