Assignment’s Objective: The goal of this assignment is to create a simple, sample version of the iconic game scrabble.

Features implemented that works:  
In this assignment, from the start of the site, the tiles are shuffled upon starting the game. The user is to drag and drop the letters from the rack to the single line point keeper. That feature is made possible, that the letters could be drag and dropped into the according box with the special space that calculates the scores of the words spelled. The single line can also detect and recognize the letters placed and reiterate the spelled word and the worth of score values to the player. The scores are accurate. Players may also start a new game and restart with the implemented “New Game” button. Once the word has been created, the player may submit the word, to record their points and clear the single line board, and new letters would be placed on the rack. As those happen, the game also accounts for the numbers of tiles remaining, too. When the tiles are less than 7, the player is made aware that there are less than 7. The scrabble game also makes sure that the player can retract their tiles, or if dropped in areas that are not registered to be played on the aboard, the tile goes back onto the rack.  
  
Missing feature:  
The missing feature or the implementation I can’t work out is the one where tiles MUST be next to each other, else the tiles are retracted back to the rack. But right now, the tiles can be in any order and the scores can be tallied to the highest point worth if players play it accordingly.