Scrabble 3

University of Mannheim CS 306 Praktikum Software Engineering

User Documentation

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Submitted on 31/05/2021 FSS 2021

Version 1.0

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1 System Requirements & App Launch

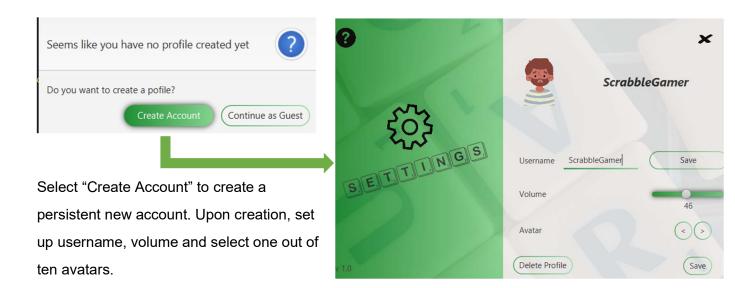
To launch the Game simply run our executable jar. Make sure you have the jdk-11 installed. Normally the app should launch when double clicking the jar. If not try using the command line "cd" to the directory where the jar lies and type "java -jar SCRABBLE3.jar". In case this doesn't launch the app, please check your java installation.

The App will create a .scrabble folder in your home directory, storing your userprofile, the dictionary and settings. Make sure there is no such folder before the first game launch. If you no longer want to play the game you can delete the folder.

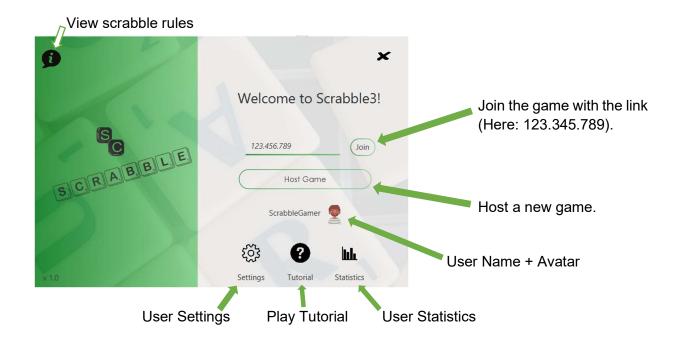
If you log in to the same local network e.g. via the Uni Mannheim VPN, you can join your friends and play together. Have fun!

2 Start a Game

2.1 Create User Profile

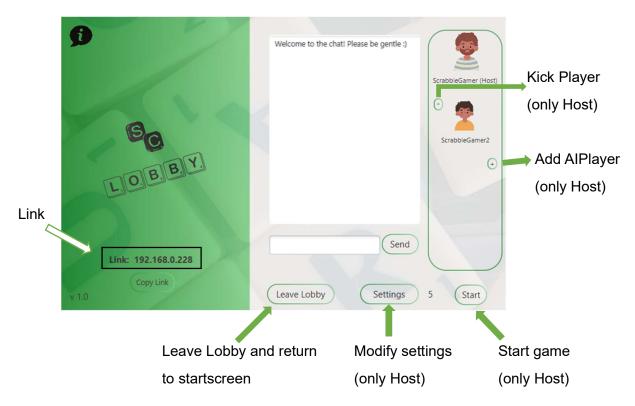


2.2 Host/ Join Game



3 Lobby

3.1 Functionalities

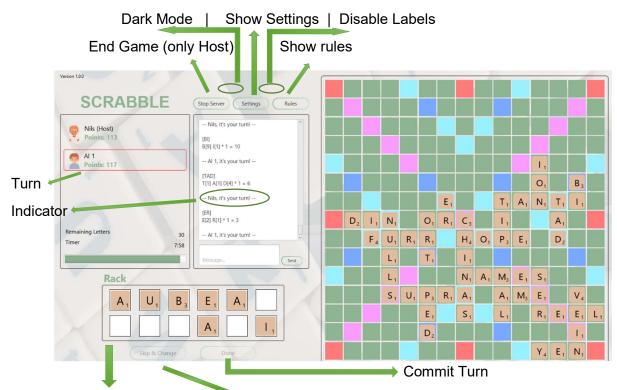


3.2 Modify Settings



4 Play Scrabble

4.1 Functionalities

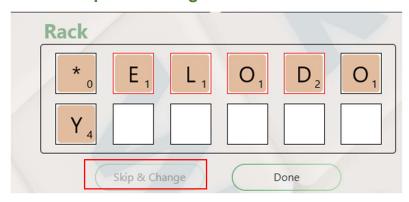


The Rack holds all playable Tiles (only visible for self)

Place Tiles on Gameboard by Drag-and Drop.

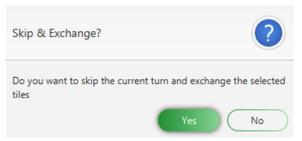
Change Tiles on Rack (4.2)

4.2 Skip and Change Tiles



Select tiles to be exchanged by clicking on them. Selected tiles will have a red border. Once you have finished the selection, confirm with "Done"

Confirm that you want to change Your tiles and skip the turn.



5 After the Game

5.1 Leaderboard



Return to startscreen