

GUI HW5 Write-up

There is a bug sometimes when checking if a word played has a gap in it. It will sometimes say that there is a gap when there is not, because the classes do not get properly updated sometimes. This bug does not happen very often though, and can be fixed by the user by replacing the tiles into the squares.

There is a bug sometimes with the tile exchange. Sometimes it will not actually remove the tile object when it is dragged into the exchange box. I think it only happens when there are multiple tiles on the rack with the same letter value. This feature still mostly works. The user can fix this bug by dragging the tile into the exchange box again.

There is a small issue with tiles being able to be placed into the same square. I tried a solution to fix it by basically disabling squares that are occupied and enabling them again when the tile gets moved out, but when the user submits their word and it just deletes the tile, the square gets left disabled. Since the solution just caused more issues, I just left it so the user can place tiles in the same square.

None of these bugs break the overall functionality.

Every other feature should be fully functional.

I did not implement the extra credit of word validation, so any combination of letters without a gap will be able to be submitted by the player.