

### End of Turn Details

You can mark your score at any time. You don't have to wait for time to run out.

### Solo Play and Daily Game

After you select your score in solo and daily games, you get a extra box that shows you what big words you missed. I don't think it's important to see the smaller words. Just show up to 9 of the 7+ letter words that weren't found – starting with the longest ones. Clicking OK dismisses the window. The letters and words are cleared and the start lever is back in the down position.

I suppose if you don't miss any big words it can say "No BIG WORDS were missed."

## GREAT JOB! ◆

Here are some BIG WORDS you missed.

ABCDEFGHIJ ABCDEFGHIJ ABCDEFGHIJ ABCDEFGHIJ ABCDEFGHIJ ABCDEFGHIJ ABCDEFGHIJ ABCDEFGHIJ Can this be randomized to say different things depending on how well they do? NICE, SUPER, etc. if they score something other than zero. RATS, OOPS, etc. if they get a zero. Maybe GAME OVER at the end?

#### Two-Player Games

For a two-player game, it will give you missed words plus the option to send a steal to your opponent (if you have some available) on their next turn. Clicking on **OK** dismisses this window. The letters and words are cleared, but the start lever stays in the up position until it is your turn again. Clicking on **Shop** dismisses this window, clears the letters and words, leaves the lever up, and takes you the shopping page.

0K

## GREAT JOB!

Here are some BIG WORDS you missed.

ABCDEFGHIJ ABCDEFGHIJ ABCDEFGHIJ ABCDEFGHIJ ABCDEFGHIJ ABCDEFGHIJ ABCDEFGHIJ ABCDEFGHIJ

Would you like to sabotage your opponent in the next round?
Remember: You can only use these once per game.

If you have the booster in your inventory and you haven't used one in the game, the radio button is enabled.

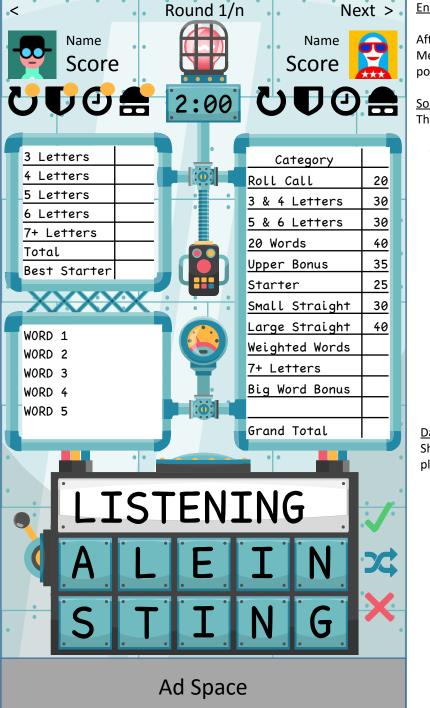
If you have already used that booster type in this game, the radio button is disabled.

If you don't have any of that booster type in your inventory, the radio button is disabled.

● Steal Time/Already Used/None Available

Steal a Letter/Already Used/None Available

Shop 0K



#### End of Game Details

After the last score is entered, the word count, word list and letters are cleared out. Then the following boxes (what are these even called in Unity? Messageboxes? Dialogs?) are displayed. Is there another way these should be implemented? WWF uses the whole screen. The lever stays in the up position on completed games.

## Solo Play

The same rules apply here as on the end of a turn. In addition, if this is a new high score, add that to the message.



Daily Game

Show the top 5 players. Then ... down to the current standing for the current player. Bold text the name of the current player.

Again, is should say "No BIG WORDS were missed." when appropriate.

## GAME OVER

Here are some BIG WORDS you missed.

ABCDEFGHIJ ABCDEFGHIJ ABCDEFGHIJ
ABCDEFGHIJ ABCDEFGHIJ
ABCDEFGHIJ ABCDEFGHIJ

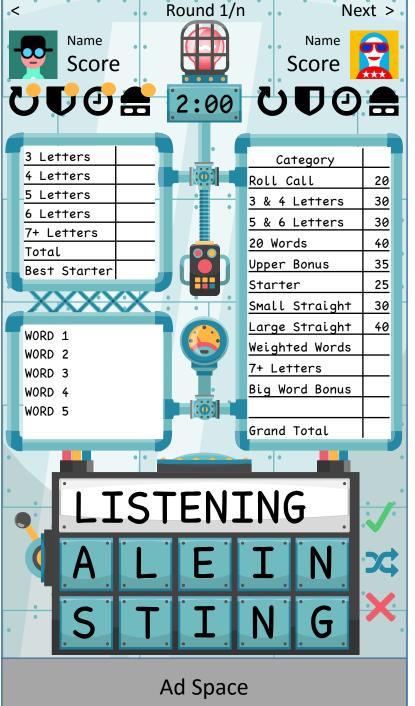
## Daily Game Current Standings

1.	Pete	345
2.	Ellen	344
3.	Steve	322
4.	Joe	299
5.	Sue	250

234. YOURNAME 120

235 Players so far!

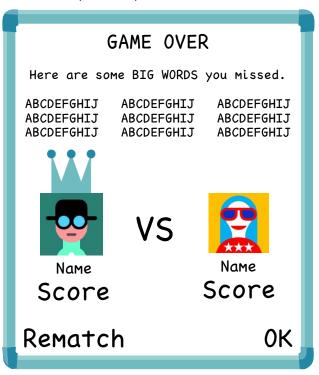
0K



End of Game Details - Cont'd

#### Two-Person Game

A crown floats in (somehow) and lands on the head of the winner. Well, on their picture.



# Other things you can do on the game play screen

- Click on the category to see what the requirements are.
- Scroll through your list of words.
- Click on your opponents picture to see their current score card.

Use Scrabble tile distribution to determine letter frequency. I like the idea of having a max number of times a letter can appear on the board. Maybe change the max to 3 instead of 4.

English Scrabble letter distribution									
×1	×2	×3	×4	×6	×8	×9	×12		
			LSU	NRT	0	ΑI	Е		
		G	D						
	ВСМР								
	FHVWY								
K									
JX									
QZ									