For our 201 final project we will be creating a word shuffle game.

MVP Scope:

Our game (Ocean Theme) will present the user with a word, randomly selected from themed word bank of at least 100 words, that has been randomly shuffled. They will have to unscramble the word and input the correct answer in the submission field. The game will have an overall time limit of 5 minutes, the game at start will have 2 minutes on the clock, and when the correct answer is given additional time will be awarded up to the maximum game time. The timer will be represented graphically. Upon completion of the game, a score will be presented and the user will be given the opportunity to submit their score to the High-Score page. Navigation buttons will change color to visually indicate the page you are on. There will be a skip button to allow for passing of words, but at a penalty. In addition if an accurate word is guessed, but it doesn’t fit the theme, the user will be notified.

Stretch Goals:

1. Add animation to go along with correct or incorrect answers.
2. Add a time limit per question to ensure the game progresses.
3. Have individual letter validation as you type.
4. Add random theme sounds that play when an answer is correct.
5. Add a feature to guess additional words that the jumble makes - for bonus time or points. Make this skippable without penalty. (Anagram tester)
6. Add a difficulty setting that adds in multi-word jumbles, perhaps expand to include multi-word and no white space.
7. Add a feature where a user can add their own words to the list of potential words.
8. Add multiple themes
   1. Outerspace, Ocean/sea creatures, Animals, Food, Plants, Camping, Music, Cooking, Gaming, JavaScript/coding,
   2. Themed word list: <http://www.english-for-students.com/Words-by-Theme.html>
9. Add a feature that shows the frequency of words shows
   1. Expand this to so frequency of words shown and frequency of success per word.
10. An animation feature on the About page where our names all start out as scrambled and then unscramble within a few seconds of page load
    1. Heck, we could even do this for all the copy if we wanted.
11. An animation of something on theme somewhere on the screen, just for fun. Maybe it could be a critter holding up an encouraging sign or something!
12. Pic an avatar that shows when you are playing the game
13. Re-scramble button
14. letters wiggle when an incorrect answer is submitted
15. displayed problem letters are highlighted or crossed off in some way when entered into the text box
16. different possible color schemes or palettes, possibly based on difficulty level
17. background music
18. Power-ups:
19. Progression: after first game, buy an upgrade with points, and make it easier to get points next time
20. Add hints for users

Fletcher’s Madhouse Stretch Goal Extravaganza:

1. Dictionary import (Standard English, Scrabble)