**Anagram Solver Application Project Plan**

Text Tiles: The Anagram Solving Adventure

v 0.1

Pre-Iteration Plan

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**Introduction**

What is the main goal for Text Tiles?

My main goal with Text Tiles is to create an entertaining game that seamlessly incorporates the challenging nature of anagram word games with the fun and engaging nature of a good story driven role playing game. In addition to a captivating single player adventure, I would also like to include an appealing and challenging multiplayer experience.

Work Done 6/13/2017

**Pre-Iteration Needs**

* Lexical analysis of English language dictionary
  + Word length
  + letter distribution frequency
  + Adjusted letter value
  + Letter spawn probability
* Determine storage needs
  + Dictionary Storage
  + Character data structures
* Define Character System
* Define Single player game parameters
  + Story Mode
  + Challenge Mode
  + Practice Mode
* Define Multiplayer game parameters
  + Head to head
  + Ranked
* Determine network and data needs
  + Basic user account features

**Work Done So Far**

When analyzing the list of English words, we’ve found that there are 178691 words, with a maximum length of 15 letters.

**Future Iterations**