**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.

**Pre-Iteration Needs**

* Complete lexical analysis of dictionary
  + Count of words of each length n
  + Letter frequencies for each word of length n
  + Number of words of length n containing certain letters
  + Determine base draw rate of letters
  + Determine base scoring of letters
* Design and build letter generation
* Design and build anagram solver
* Determine storage needs
  + Dictionary Storage
  + Character data structures
* Define Character System
  + Attributes and what they affect
  + Classes and their abilities
* Define Single player game parameters
  + Story Mode
  + Challenge Mode
  + Practice Mode
* Define Multiplayer game parameters
  + Head to head
  + Ranked
* Determine network and data needs
  + Define basic user account attributes

ToDo

Build

Figure out how to use embedded resources in Unity

**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**