

SCRABBLE

Description of game:

This game is based on the classic board game, Scrabble, where a player must select tiles in order to form a word (that exists in the dictionary chosen.) The dictionary of words used for this assignment is imported from a text file called, "EnglishWords.txt"

Instructions on how to run:

Run the driver "GUI.class" in the src folder, click OK and begin to play. The timer starts counting down at 150 seconds. There are different types of tiles on the board:

BASIC TILE:

- Dark Grey Tiles: These are the "normal" tiles which cover the majority of the board.

BONUS COLOUR TILES:

- Blue Tiles: These add an extra 10 seconds of play to the timer
- Purple Tiles: These double the current word's score
- Pink Tiles: These triple the current word's score

EVENT TILES:

- Light Grey Tiles: Board tiles turn light grey to indicate the player's current selection of letters
- White Tiles: Board tiles turn white if current tile is deselected (indicating that the player does not want to use the letter in their word)
- Black Tiles: Board tiles turn black after the "ENTER" button is clicked, and the word is deemed valid according to the current dictionary

The game ends when either the timer runs out of time, or the players chooses to "End Game." When this happens, the final score is displayed.