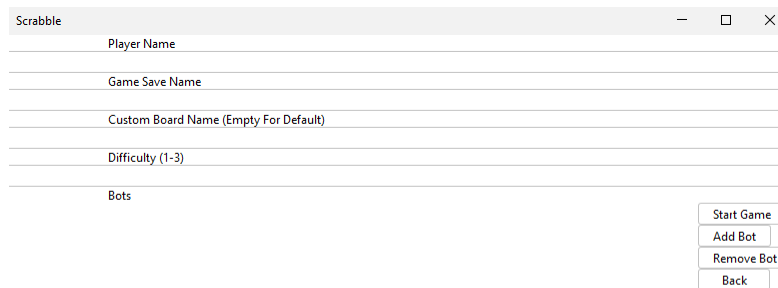**Starting New Games**
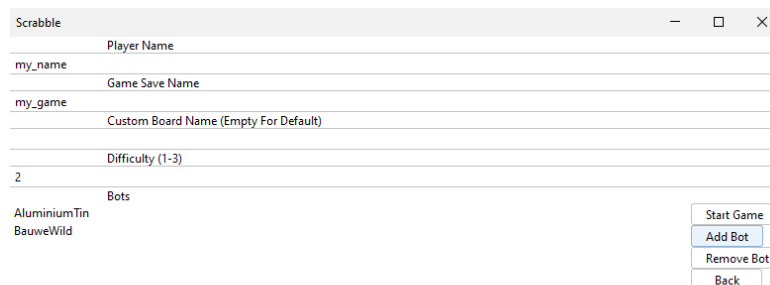
1. To start the program, you can do either of the following.
   a. Double click on the file assuming your environment is setup correctly (Windows)
   b. Run "java -jar Scrabble.jar" from the command line assuming you are in the correct directory.
2. When you start the program, you will be greeted with the following screen. For now, we will create a new game. Click "New" to go to the new game setup menu.
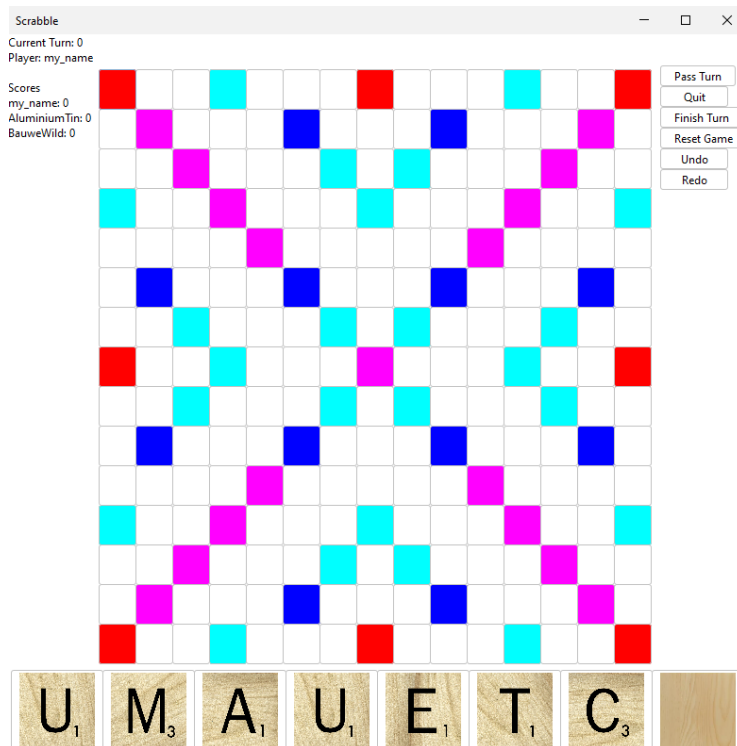

3. Upon clicking "New", you will see several options. You will see a field for your player name, your game name, a custom board name, and a difficulty. You will also see buttons for adding and removing bots. For now, we set our name, the game name, the difficulty, and add two random bots.
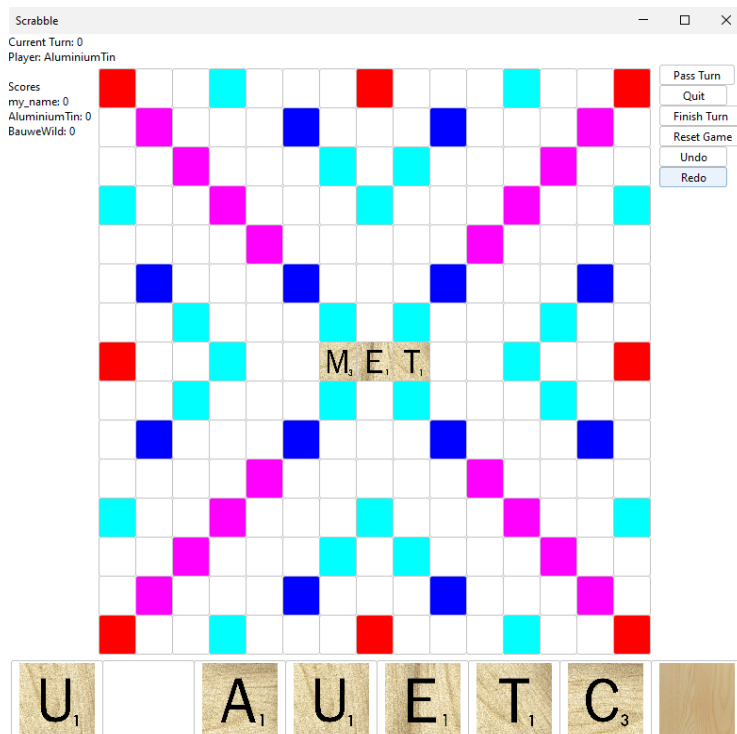

4. As can be seen, we entered the player name as "my_name", the game name as "my_game", the difficulty as "2", and 2 random bots. We also have the option to input a custom board, which we will leave blank for now (we will look at this later). To start the game, click "Start Game".

5. Upon clicking "Start Game", you will see a board, a hand, a scoreboard, several buttons, and other various information. To place a letter, click on a letter from your hand and click somewhere on the board to move the letter to that position. You can also reverse this action to move the letter back to your hand.

6. Upon clicking a letter in your hand and clicking the board, you will see the letter move to that position in the board. Once you are done making your word, click "Finish Turn" to allow the bots to make their turns.

7. Upon clicking "Finish Turn", the bots will update the board with their words, and the turn number will be incremented. After, the turn will again be yours and you are free to make your move.

Blank Tiles

1. In your hand, you will see a blank tile which can be converted to any letter. To use the blank tile, click on it and enter the letter you want to use.
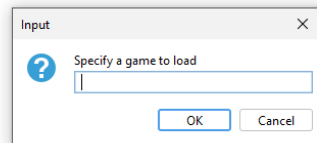

2. Upon entering a letter, the blank tile will be converted to that letter. Now, you can treat it like a regular letter.
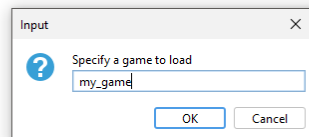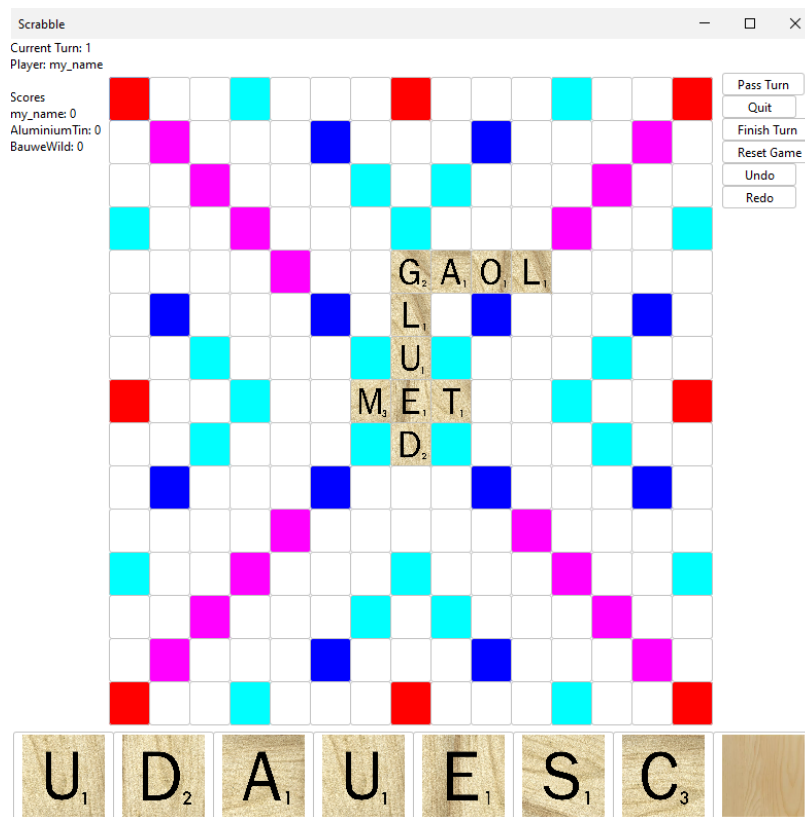
1. To load a game, click "Load" from the start screen. Upon clicking "Load", you will see a prompt asking you to specify the name of a game to load.

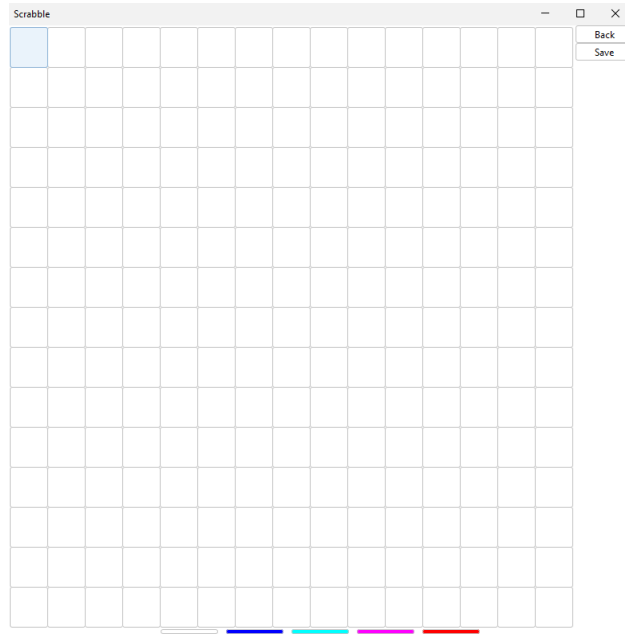2. In the option, specify the name of a game that you previously created.

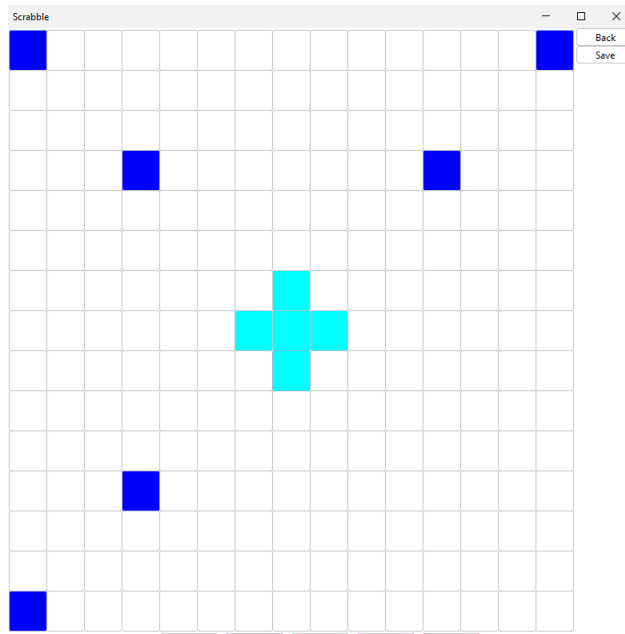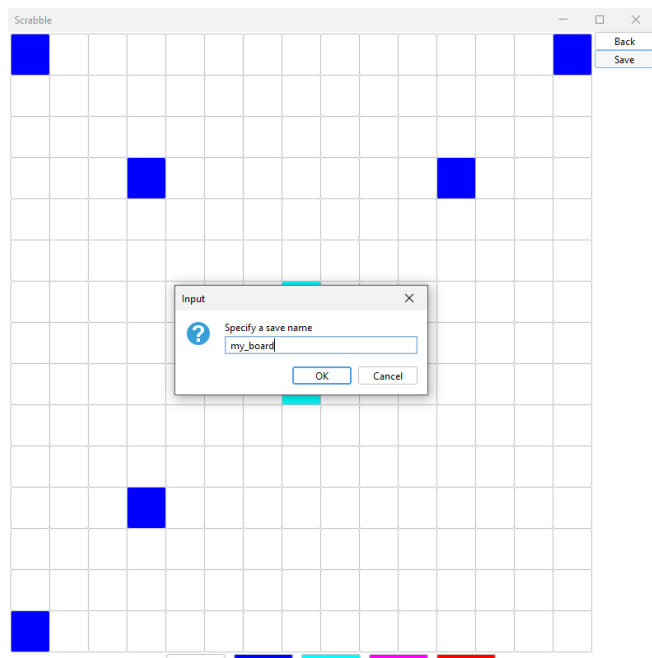3. After specifying a valid game name, you will see the loaded game.

Custom Boards

1. To create a custom board, click "Editor" from the start screen. Upon clicking "Editor", you will see an empty grid, several coloured buttons, and a few other buttons. To place the custom modifiers, click on the coloured buttons which represent the modifier type, then click anywhere on the board.

2. Upon clicking on the coloured buttons and the board, you will see the board update to the colour.

3.   To save the board, click "Save" and specify the name of the board.

4.   Now, click "New" from the start screen. Enter in all your information but now, specify the name of the board you created.

5.   Upon clicking "Start Game", you will see the custom board.