

Software Requirements for Word Scramble

Word Scramble:

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Overview

This document describes the requirements for the software implementation of the Word Scramble game. This software will allow a single player to unscramble words presented in a scrambled form to guess the correct word. The game will include difficulty levels and a scoring system to make the gameplay engaging and challenging.

The Game

This computer randomly selects a word from a pre-defined word list, scrambles it, and displays the scrambled word to the player. The player must guess the original word by typing their answer. At the end of each round, the correct answer and the players score are displayed.

The game will include multiple difficulty levels affecting the word length. The player earns points for correct answers and loses points for incorrect answers.

Software Implementation

UI Elements

The software will present the Word Scramble game with the following UI elements:

1. **Scrambled Word Display:** A label or text box showing the scrambled word.
2. **Input Box:** A text box where the player can type their guess.
3. **Buttons:**
 - **Submit Guess-** Submits the player's guess for validation
 - **Next Word-** Moves the next word after the player gives up
 - **StartButton-** Starts the game and clears out all buttons
4. **Labels for Feedback**
 - Displays message like Correct/Incorrect
 - Displays the player's current score
5. **Dropdown for difficulty levels:** Allows the player to select a difficulty level (Easy, Medium, Hard)
6. **Scores Display:** Shows the player's score

Game modes

Single-Player Mode: The player competes against the computer to solve the scramble words within a fixed number of rounds.

Player Options

1. Select Difficulty Level:
 - Easy-(3-5 letters)
 - Medium (6-8 letters)
 - Hard (9 + letters)

Game Process and Rules

1. The game begins when the player clicks the start button
2. A scrambled word is displayed on the screen. The player attempts to guess the correct word by typing it into the input box and clicking the submit guess button.
3. If the player is correct the game displays a Correct message, updates the score and moves on to the next word.
4. If the player is incorrect, the game displays an incorrect message. The player may attempt again or click the Next Word button to skip to the next word.
5. The games ends after a fixed number of rounds or if the player chooses to give up
6. The final score is displayed at the end of the game.