User Manual

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1. Getting Started and Exit

Opening the game

1.To run the jar file, open your terminal and go to the directory the .jar file is in.

Write this in your terminal:

cd <filepath>

2.Once you're in the right directory, write this in terminal and the scrabble game will appear:

java -jar SYSC3110Scrabble.jar

The game window will open

Exiting the Game

Click Game → Exit or close the window to exit the game

2. Starting a New Game

1.Click Game → New Game from the menu bar

2.Select the number of players (2, 3, or 4)

3.Enter the players names' (If you want an AI player leave the field name empty)

4.Game starts with Player 1

3. Playing Game

When it is your turn you will have 4 options: Place Word, Swap TIles, Pass Turn.

Placing Words
1.Click the Place Word button
2.Enter the row (1-15) and column (A-O)
3.Select the words direction: Horizontal (Right) or Vertical (Down)
4.Type the word you want to place
5.If the word is valid, it will be placed and your score will be updated
6.Turn ends

To be valid:
1.The first word must put a letter on the center square (row 8, column H)
2.Words must connect to tiles that are already on the board
3.All formed words must be words in the dictionary
4.You must have the required tiles in your hand

Swapping Tiles
Only allowed if there's at least 7 tiles left in the bag
1.Click the Swap Tiles button
2.Enter the letters you want to swap
3.Your tiles will return to the bag and new tiles will be drawn from the bag
4.Turn ends

Passing Your Turn
1.Click the Pass Turn button
2.You will be asked to confirm click yes
3.Turn ends

You can also Undo/Redo.
Undo/Redo
Undo: Click the Undo button to go back to the last move. You can undo multiple moves at once
Redo: Click the Redo button to play an undone move again. You can only redo after undo. You can redo multiple moves at once

End Game
1.The game ends when a player uses all their tiles or there's 6 consecutive turns with 0 points
2.The winner is the player with the highest score
3. The game can end in a tie
4.The final scores will be displayed

4. Other Features

AI Players
1.AI players automatically play when its their turn and play the valid move that gives them the most points
2.A popup will appear that shows the AI's move.
It will either show:
    1. the word played, the amounts of points for the word and the AI's new point total
    2.The tiles swapped
    3. AIplayer passed turn

Boards
You can select from different types of boards.

Selecting a Board
1.Click Game → Select Board from the menu bar
2.Choose a board type:
    1.Standard: Normal Scrabble board
    2.Premium All Double: All premium squares become double letters
    3.Premium All Triple: All premium squares become triple letter

Square Colours
Different square colours represent different things.
White squares: Normal squares
Yellow tiles: Placed letters
Red squares: Triple Word Score
Pink squares: Double Word Score
Dark blue squares: Triple Letter Score
Light blue squares: Double Letter Score

5. Saving and Loading Game

Saving a Game
1.Click Game → Save Game from the menu bar
2.Enter a file name
3.Game will be saved, including undo/redo history, in a folder called saved_games
4. A confirmation message will appear if game is successfully saved

Loading a Game
1.Click Game → Load Game from the menu bar
2.Enter the file name of the saved game (add .scrabble extension)
3.The game state will be restored
4. You can continue playing from where you left off