HW5: Scrabble - Aaron Roche

Introduction
In the Scrabble game, players engage in a classic word-building challenge, strategically placing tiles on the board to maximize their scores. The implementation utilizes JavaScript and jQuery to create an interactive and dynamic user experience.

Game Setup
The game begins by initializing the Scrabble tile set, each with its designated point value, original distribution, and the number of remaining tiles. Tiles are represented by images, adding a visually appealing element to the gameplay. The draggable feature is implemented using jQuery, allowing users to interact with and move tiles on the game board.

Tile Distribution
Players are dealt an initial set of seven tiles at the start of the game. The distribution is based on the availability of tiles and ensures that the total number of remaining tiles is updated accordingly. The draggable tiles are dynamically created, and their drag-and-drop behavior is controlled to adhere to the game rules.

Scoring
The scoring system is integral to the game, encouraging players to strategically place tiles for optimal point accumulation. Tiles dropped onto the board contribute to the overall round score, and bonus points may be awarded for specific tile placements. The scoring logic is implemented in the getPositionScore function, which calculates points based on the position of the dropped tile.

Round Progression
After each word is formed, players can proceed to the next round by clicking the "Next Word" button. The game handles the removal of dropped tiles, resets drop positions, and updates scores. Additionally, players have the opportunity to earn double points for certain tile placements, adding an extra layer of strategy to the game.

Game Completion
The game provides a mechanism to check for the completion of all rounds. If no tiles remain, the "Next Word" button displays a message indicating the end of the game. Players can then choose to start over by clicking the "Start Over" button, which reloads the page and initiates a new game.

Conclusion
This Scrabble implementation offers an engaging and interactive experience for players. The combination of dynamic tile distribution, drag-and-drop functionality, and a robust scoring system contributes to a well-rounded and enjoyable Scrabble game. Players can test their word-building skills while experiencing a visually appealing and user-friendly interface.

Link to Scrabble application: https://aaronroche.github.io/HW5AaronRoche/index.html
Link to GitHub Repo: https://github.com/aaronroche/HW5AaronRoche