User Manual

**About**

Boggle is an extremely fun board game, traditionally played with family members and friends but in this version, it is played against a computer player.

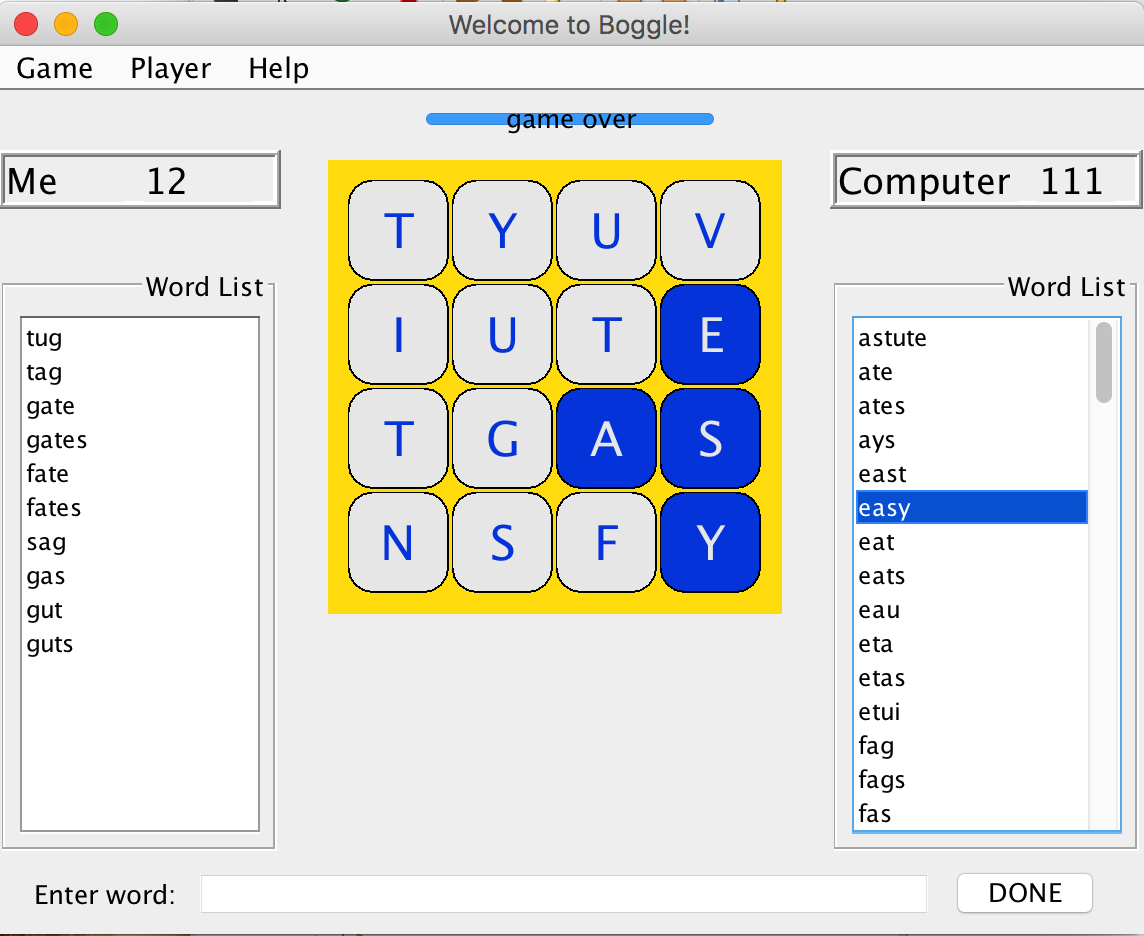
**How to open the game**

* Unzip Boggle.zip
* Right click on APCS-Boggle and choose to open it in an IDE like Eclipse
* Click on the project src
* Click on BoggleMain.java
* Click Run

**Rules of Boggle**

* A player shakes a 4 by 4 grid of 16 cubic dice, with 4 faces each having a letter
* The player searches for words that can be made from the letters of sequentially adjacent or neighboring cubes within 3 minutes
* Words must have at least 3 letters
* One letter cube cannot be used more than once in a word
* Single and plural forms of words are counted as separate words

**Boggle GUI**



**Visual of Boggle’s Graphical User Interface**

Above is what the general Boggle game looks like. The design is simple, user-friendly, and intuitive to use. “Enter word:” at the bottom signifies that the right text field is where the user should enter their list of words. The “Done” button automatically ends the game and shows the list of words that the computer player found.

**Player Panel**

The left side of the screen shows the player’s name, player’s score, and the player’s list of words found. As the player plays, the score increments based on the length of the word found. Words are added to the list only when the GoodWordOnBoardFinder class returns the list of BoardCells that confirms the word indeed exists on the board.

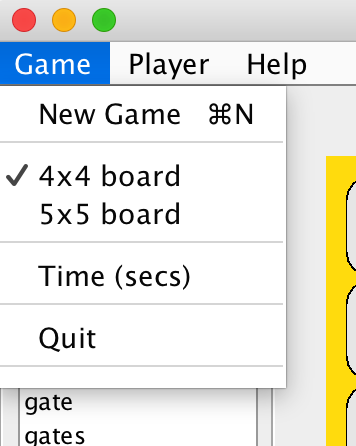
**Computer Panel**

The right side of the screen shows the computer player’s score and the computer player’s list of words found, which uses the class BoardFirstAutoPlayer to find words on the board and combine it with the functionality of a lexicon to ensure that the word exists in the English dictionary.

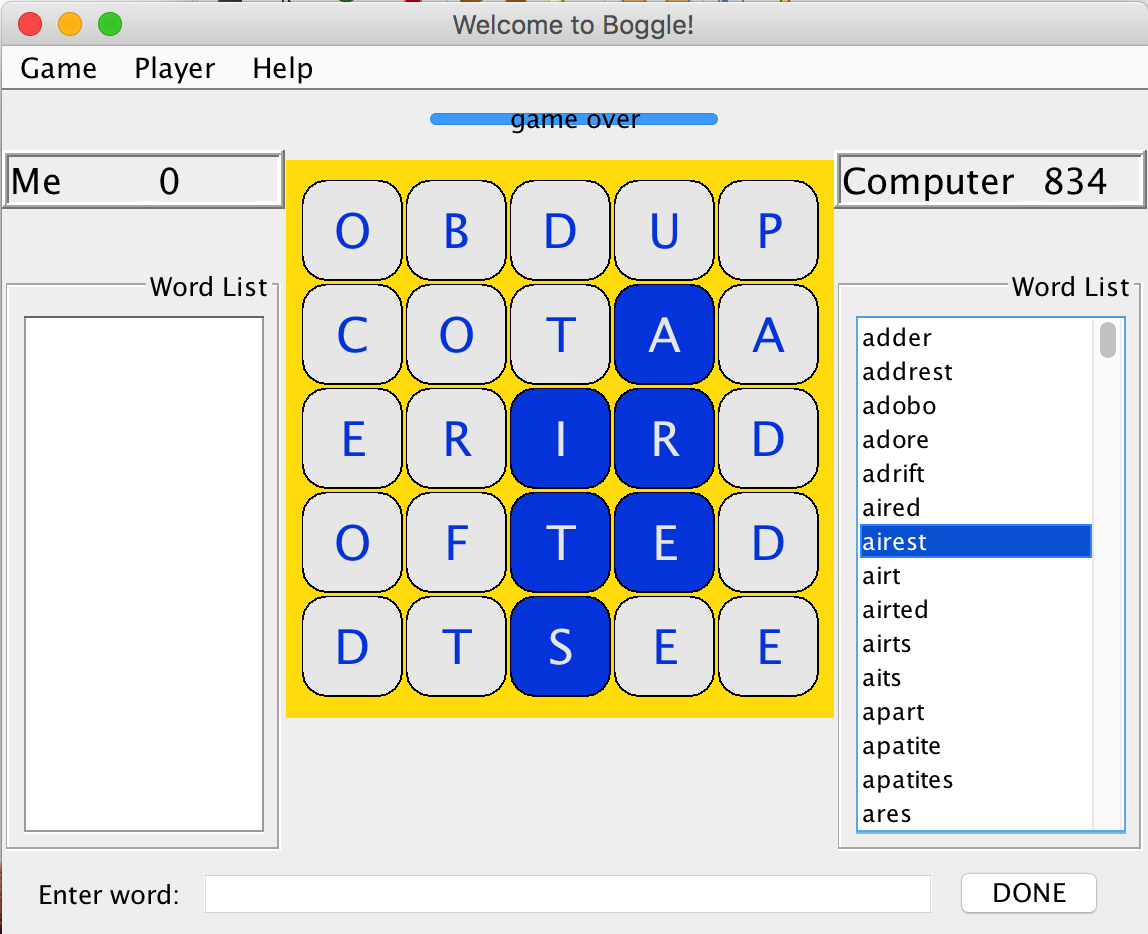
**Menu Bar**

The top of the screen is the menu bar, where the user can do many things:

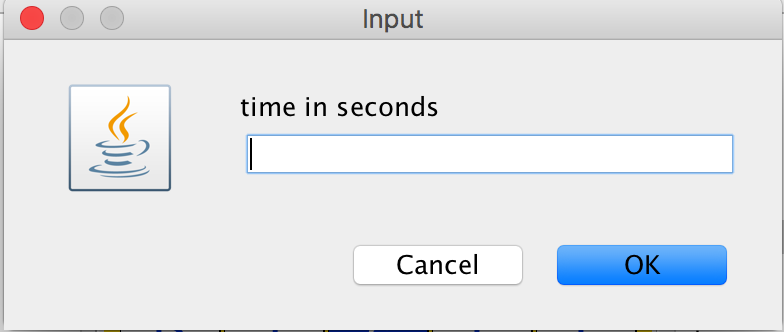
**Game**



* New Game allows the player to start over again, but with a completely newly randomized Boggle Board
* 4x4 and 5x5 board allows the player to specify the dimensions of the board to be played. A 5x5 board for example, would look like this:

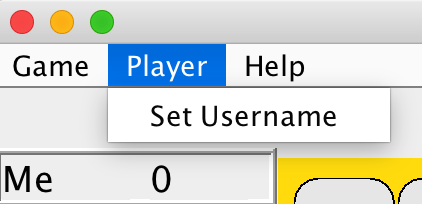


* Time (secs) allows the player to set the timer of the game. The default time for the user to complete the game is 60 seconds.

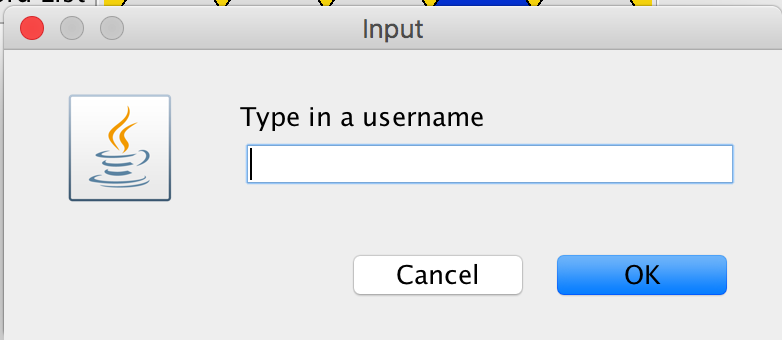


* Quit allows the user to quit the application.

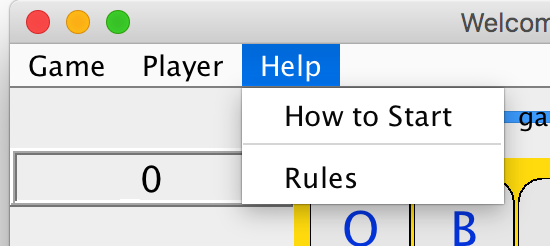
**Player**



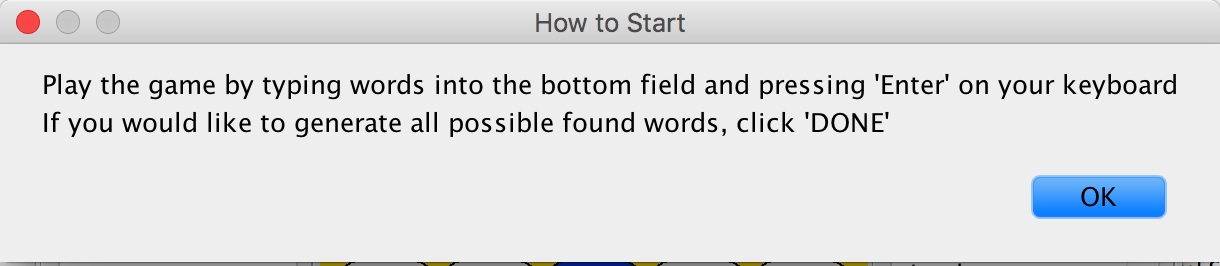
* Set Username allows the player to change the username from the default “Me” to a desire name.



**Help**



* How to Start tells the user how to initially use the Boggle Game interface



* Rules tells the user the rules of the Boggle game

