Name: Andrew Liu

Project name: Final Project

Date: 5/10/13

## Functional Overview

My project will be to create a word game modeled after boggle. It will have a grid of 4 tiles by 4 tiles, a timer, and a list of words to make. The user will click and drag his or her mouse around the grid, trying to make as many words as possible during the allotted time.

The program is intended for use by anyone who wants to play the game.

## Design Overview

The program will run having a timer and a 4x4 grid, in which the user clicks and drags to make words. The program will have a main class, and then two subclasses, one for processing the word made by the user, and another for processing the input. There should be no bad input, as the only possible input is from the grid.

## Design Details

What will you be using for your development environment? Do you need any additional resources?

I will be using java for this project, and don’t expect to need additional resources.

Rough overview:

Main class – creates board, sets timer, imports dictionary

Tile class – takes user input using MouseListener and MouseMotionListener

Word class – takes the words made by the user, determines whether or not it was a word, and if it is a word, assigns a point value to that word.

## Testing

I will test by playing the game, as well as having others play it.

## Grading Rubric

Write your own grading rubric (out of 40 points) that takes into account whether a) you matched your functional specification (does your program works as planned) b) is your design a good one? Is it efficient? What does efficient mean in this language or program? c) is your code well documented and readable? d) how well was your code tested? e) what else could you be graded on that isn’t listed here? Dig deep, be creative.

External correctness – 20 points

Internal efficiency – 10 points

Testing – 7 points

Documentation – 3 points

## Proposed Implementation Schedule

Remember that your code review is on 5/28, presentations are after that.

5/13: Finish a detailed design

5/20: Finish writing the program

5/21-5/28: document and test the program; make the presentation

## Potential Showstoppers

* Having trouble with MouseListener and MouseMotionListener
* Having trouble with the graphics

## Open Questions

* Any other questions or concerns?