

# CS152 PROJECT REPORT

## Members of the group:

KondetiTanmayee (160050093)

Gayatri konkatwar (160050007)

Chanchal Godara (160050038)

**Topic name** : Word Scrabble game

## Problem:

To make a basic version of the game scrabble. The main problem is to check whether a meaningful word is formed or not after each players turn.

## Design of the project:

The project folder consists of

1. Images of all alphabets and other required images.
2. Scrabble.rkt which contains the main code.
3. Sound files for background music.
4. Words.rkt which is a collection of meaningful words.

## Overall Idea:

1)The board is a square of 15 x 15 dimension. 2d vectors are used to denote the rows and columns of the board.

2)Viewports are used to display boards. User can also choose the number of players playing the game.

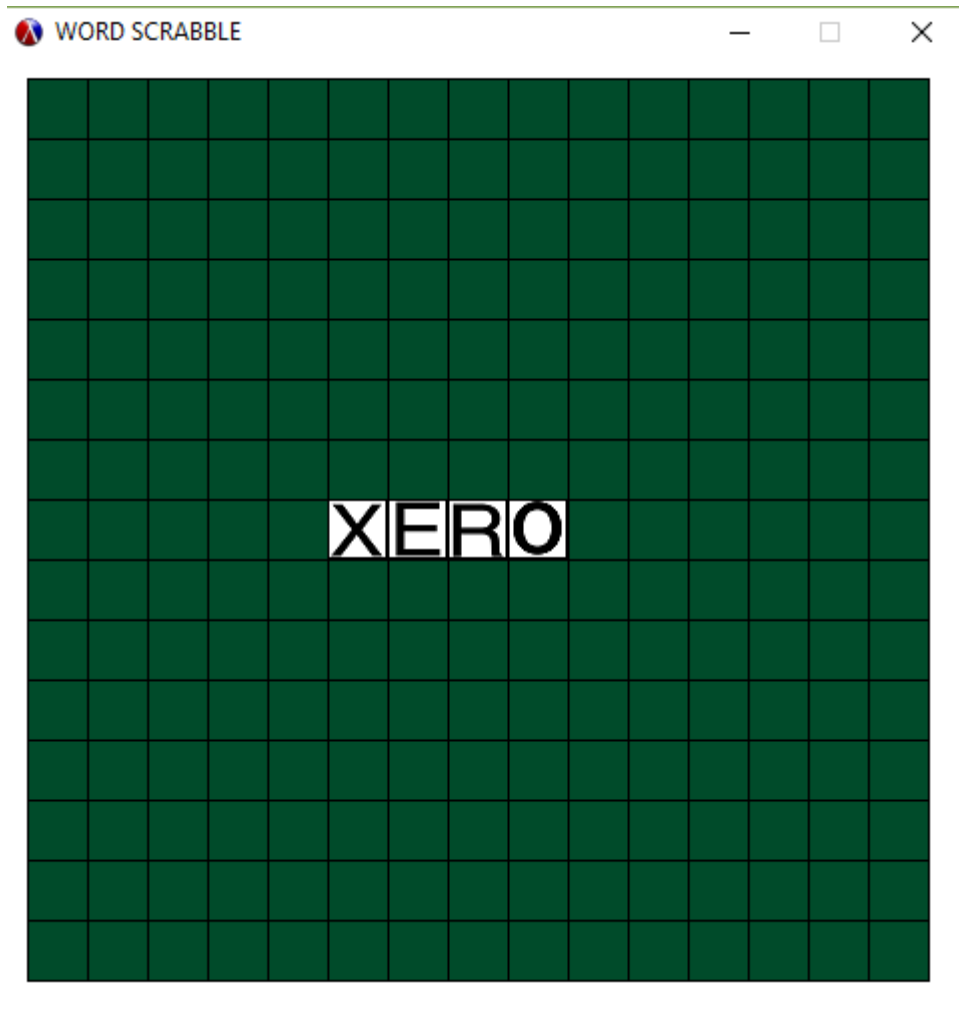
2)The input is taken from the keyboard as alphabets. The player is supposed to select a block on the board to insert a alphabet before giving the input. After taking the input, the board is modified and the picture of alphabet appears on the block.

4)After taking the input, a function is called which checks whether a meaningful word is formed or not with the help of an attached file which contains words.

5) Sound package has been used at certain places to give background music.

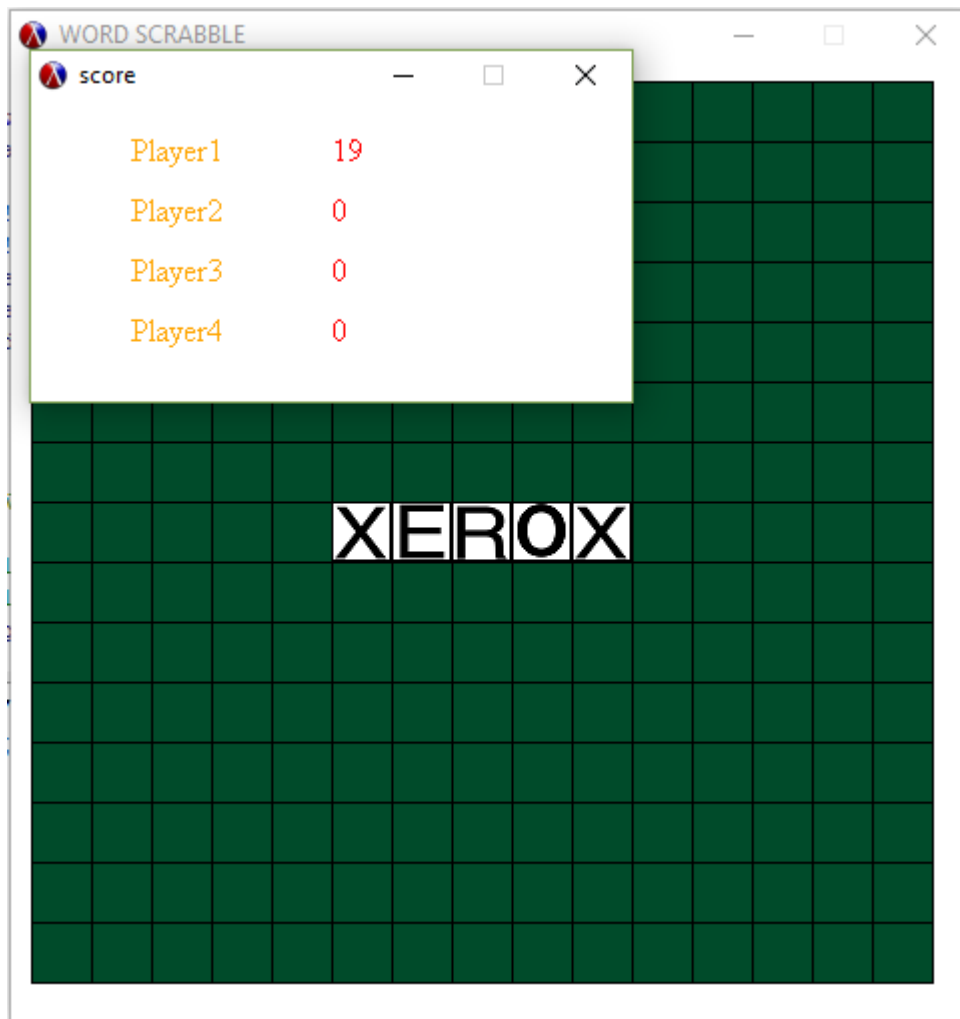
**Sample input:**

Input consists of letters put by the players before and the new letter given by the player.



**Sample output:**

Output consists of the board and the points scored by the player.



### Limitations:

The attached file used does not contain all the words present in the dictionary. Therefore, it won't accept certain words as correct. The check may take a longer time to run in certain cases due to more loops to check and large number of words in attached file. Also, due to certain constraints, sound package could not be used to pronounce the words which were formed.