
DSA Project Proposal: Play Scrabble

JUNE 9

Habib University

**Authored by: Hussain Abbas,
Muhammad Jawwad,
Amin Ahmed Farid**

Play Scrabble

Project Description

Play Scrabble will be a desktop/ browser-based version of the classic game Scrabble. Our project members include Amin Ahmed Farid and Muhammad Jawwad from Dr. Saleha's section, as well as Hussain Abbas from Dr. Shah Jamal's section.

The project will be a two to four, player iteration of scrabble with all the special tokens (triple word score, double letter score, etc) included in the game. The game will also have a challenge function, where opposing players can challenge the current player's word and check to see if it is a valid word in Scrabble or not. We are working on maintaining a file in which we can parse through the valid scrabble words to allow maximum ease for players.

“My proudest moment as a child was the time I beat my uncle Pierre at Scrabble with the seven-letter word FARTING”

– Tina Fey

Project Outcome

We are aiming to not only make a functional game based on python for a desktop but hopefully going slightly beyond the course syllabus and porting the game online. Though this may currently seem unrealistic, our aim is to make it online by the end of summer.

Libraries

While we are currently researching which libraries, we will be using extensively we will probably be using Tkinter in order to manage button layouts or error messages for the game. We will be using another library for visual purposes unless we manage to show the board by ourselves. Furthermore, the libraries that we have used so far other than Tkinter are 1) random, 2) time and 3) datetime.

Screen Shots

