
UNIVAQ

**Alphabet Tiles
Business Rules**

Version <1.0>

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Business Rules	Date: <05/01/2024>
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Business Rules

R1: At the beginning of the game, each player is automatically and randomly assigned seven tiles from the virtual Tiles Bag.

R2: The game begins with the player by random choice. The first word must include the center square of the board.

R3: Players create words by placing tiles on the board either horizontally or vertically. Diagonal placements are not permitted.

R4: The orientation of the text should be from left to right, in line with standard English reading direction.

R5: Valid words must be from a standard English dictionary. Slang, abbreviations, and proper nouns are excluded.

R6: Scoring is determined by the individual letter value of tiles, which is based on the frequency of each letter's appearance in the English language. Less frequent letters have higher point values. In addition to the base letter score, players receive additional points for tiles placed on special squares, such as double or triple letter/word scores. This rule encourages strategic word formation using rarer letters for higher scores.

R7: After each turn, the player's hand is automatically replenished to seven tiles from the virtual Tiles Bag, ensuring random and equitable tile distribution.

R8: The game ends when all tiles are used and a player places their last tile, or when no further moves are possible.

R9: At the end of the game, players subtract the point values of their remaining tiles from their total score. Players who use all their tiles receive bonus points equal to the sum of the other players' unplayed tiles.

R10: The player with the highest final score wins. In a tie, the player with the highest score before the final round is declared the winner.

R11: Players can exchange tiles with the Tile Bag during their turn, forfeiting their chance to play a word that turn.

R12: The game includes a 'Hint' feature, providing suggestions for possible word formations. Usage of this feature may be limited or come with a minor scoring penalty.

R13: Players have the option to 'Skip Turn' if they cannot form a word. This action may be limited to a certain number of times per game or incur a small point deduction.