**Alphabet Tiles
Business Glossary**

Version <1.0>

Revision History

Date	Version	Description	Author
<05/Jan/2024>	<1.0>	<First draft of Glossary document>	<Batoul Haidar>

Table of Contents

Business Glossary

1. Introduction

This Business Glossary document serves as a comprehensive guide to understanding the specific terminology and concepts associated with the "Alphabet Tiles" project. It is designed to provide clarity on terms and definitions that are unique to this project, particularly those that might be unfamiliar to readers of the use-case descriptions or other related documents.

1.1 Purpose

The purpose of this Business Glossary is to establish a clear and consistent understanding of specific terms and concepts used within the "Alphabet Tiles" project. It serves as a reference tool to ensure that all stakeholders and users are aligned in their understanding of the project's terminology, ensuring that all team members and stakeholders have a unified understanding of the key terms. This glossary aids in preventing misinterpretation and confusion by providing precise definitions of key terms, thereby facilitating effective communication and collaboration throughout the project's lifecycle. Its role is crucial in enhancing clarity and coherence in project documentation, discussions, and decision-making processes related to "Alphabet Tiles".

1.2 Scope

The scope of this Business Glossary extends beyond mere definitions; it acts as an informal data dictionary for the "Alphabet Tiles" project. By capturing and defining vital data and concepts, it enables other project documents, such as use-case descriptions, to focus more on the system's functionalities without the need to elaborate on terminologies.

As the "Alphabet Tiles" project is dynamic and evolves over time, so too will the terminology and concepts outlined in this glossary. This makes the document a living resource, open to updates and revisions that reflect the project's ongoing development and expanding understanding. This glossary is therefore an essential tool for anyone involved with the "Alphabet Tiles" project, providing a fundamental understanding of its specific language and ideas.

1.3 References

- ➢ Use Cases Document.
- ➢ Vision Document.
- ➢ Supplementary Specification Document.

1.4 Overview

The Business Glossary for the "Alphabet Tiles" project is organized to provide easy access and understanding of key terms and concepts. It starts with an alphabetical listing of all relevant terms, each accompanied by a clear definition. The document also includes context and additional details where necessary to elucidate more complex concepts. Designed to be user-friendly, this glossary is an essential tool for ensuring that everyone involved in the project has a common understanding of its specific terminology.

2. Definitions

This section of the Business Glossary provides definitions for key terms associated with the "Alphabet Tiles" project. The terms are presented in alphabetical order and organized in groups for easy accessibility.

2.1 < Interactive Vocabulary Enhancement>

This term refers to the feature within "Alphabet Tiles" that allows users to interactively engage with the game to build and enhance their vocabulary. It involves activities such as word formation and recognition, designed to make learning more engaging and effective.

2.2 < Customizable Difficulty Levels >

This refers to the ability of "Alphabet Tiles" to adjust the difficulty of its tasks and challenges based on the user's skill level. This feature ensures that the game remains challenging and educational for users of varying proficiency levels.

2.3 <Game Elements>

2.3.1 <Tile>

A small flat piece marked with a letter from the alphabet used in the game to form words on the grid board.

2.3.2 < Grid Board >

A 15x15 square grid that forms the playing surface of the "Alphabet Tiles" game. Each square can accommodate a single lettered tile.

2.3.3 < Tile Bag >

A virtual container within the "Alphabet Tiles" game that holds all the lettered tiles before they are drawn by the players. It functions to randomly distribute tiles to players during the game, ensuring a fair and unpredictable selection of letters. The concept of the tile bag is integral to the game mechanics, adding an element of chance and strategy to the word formation process.

2.3.4 < Bonus Square>

Specific squares on the grid board that multiply the points of a word or letter.

2.3.5 < Letter Frequency>

This element categorizes each letter in "Alphabet Tiles" based on how often it appears in the language. This frequency is a fundamental aspect of the game's vocabulary component.

2.4 <Gameplay Mechanics>

2.4.1 <Word Formation>

The process of creating words by placing lettered tiles adjacently on the grid board either left-to-right in rows or top-to-bottom in columns.

2.4.2 <Score>

Points awarded for forming words or completing challenge.

2.4.3 <Level>

Distinct stages or rounds in the game, each with increasing difficulty or different objectives.

2.4.4 <Letter Frequency-Based Scoring>

This scoring mechanism in "Alphabet Tiles" assigns point values to letters based on their frequency rate in the language. Letters that appear more frequently have lower point values, while rarer letters score higher. This approach encourages strategic word formation, balancing the challenge and rewarding players for using less common letters.

2.4.5   <Pass Turn>

The ability for a player to skip their turn if they cannot form a word.

2.4.6   <Word Validation>

A system feature that checks and confirms the legitimacy of the formed words.

2.4.7   <Hints>

A feature in "Alphabet Tiles" that offers clues or suggestions to assist players in forming words. This mechanism is particularly helpful for players who may need guidance or are stuck during the game, ensuring an engaging and supportive gameplay experience.

2.5   <Technical Aspects>

2.5.1   <Cross-Platform Compatibility>

The game's ability to function on various computer operating systems.

2.5.2   <Performance Optimization>

Techniques used to ensure the game runs smoothly and efficiently on different devices.

2.5.3   <Self-Contained Application>

Describes "Alphabet Tiles" as functioning independently without integration into larger systems, focusing on providing an interactive learning experience.

2.5.4   <Mobile Adaptation>

Future plans to make "Alphabet Tiles" available on mobile and tablet platforms, enhancing its accessibility and learning potential in various environments.