

Week 2 Report

Project Title: Solitaire Scrabble Project Repository:

<https://github.com/bencejdanko/solitaire-scrabble>

Milestones:

- Milestone 1 (2/5 - 2/16): Initialize technology frontends, backend development environments
- Milestone 2 (2/12 - 2/23): Develop CRUD API, UI for login forms and users
- Milestone 3 (2/26 - 3/8): Implement game UI and algorithm
- Milestone 4 (3/11 - 3/22): Assemble puzzle level prototype
- Milestone 5 (3/25 - 4/5): Add hints
- Milestone 6 (4/8 - 4/16): Deployment

Algorithms/AI Schemes:

A dynamic programming algorithm can be formulated to analyze the optimal word sequences.

Market Space & Selling Point:

Casual word puzzle games are a popular genre, including games like Scrabble or Wordle. This application would be similarly appealing, where a player can easily test their vocabulary knowledge while trying to get as many competitive points as possible.