[Working Title]: A Word Strategy Game of Territory and Capture

# Overview

A two-player game combining the strategic depth of Go with the linguistic creativity of Scrabble. Players take turns forming words on a 19x19 board to earn points and capture territory.

# Objective

Score the highest number of points by:

- Forming valid words on the board (word score)

- Capturing your opponent’s tiles through strategic encirclement (tile capture)

# Components

- 19x19 game board populated with randomly generated letters per game

- Two sets of tiles (Black and White), one for each player

- A valid dictionary for word verification (e.g., Scrabble dictionary)

- Game software to validate moves and track scores

# Setup

- Each game begins with a freshly generated 19x19 board of letters.

- The distribution is based on common letter frequency, and may include pre-baked eight-letter words for bonus opportunities.

- Players are assigned either White or Black tiles.

- The central square of the board must be part of the first move.

# Gameplay

Starting the Game:

- Player 1 begins by forming a word using contiguous tiles (touching on sides or corners).

- The word must be at least two letters long and must include the center square.

- Words can be placed in any direction (horizontally, vertically, or diagonally).

- Player 2 then makes their move, and players alternate turns.

Forming Words:

- On a turn, a player must place a new word on the board using available letters.

- Words must be valid as determined by the shared dictionary. The system will automatically verify validity.

- Words do not need to connect to existing words unless used to break an encirclement.

- Multiple words may exist independently on the board.

# Scoring

## Word Score

Points are awarded based on the length of each valid word:

|  |  |
| --- | --- |
| Word Length | Points |
| 2 letters | 2 pts |
| 3 letters | 3 pts |
| 4 letters | 4 pts |
| 5 letters | 6 pts |
| 6 letters | 8 pts |
| 7 letters | 11 pts |
| 8 letters | 14 pts |
| 9 letters | 19 pts |
| 10 letters | 24 pts |
| 11+ letters | 30 pts |

## Capture Score

- When a player successfully encircles a group of their opponent’s tiles, those tiles are captured.  
- Each captured tile adds 1 point to the capturing player’s score.  
- A tile can only be captured once; it cannot be part of multiple encirclements.

# Encirclement Rules

A group of tiles is considered encircled and captured if:  
1. The opponent’s tiles are completely surrounded by the current player’s tiles.  
2. The surrounded player cannot make a legitimate contiguous move (side-touching only; corner-touching doesn’t count).  
3. There are no valid words possible inside the encircled area.  
4. Encirclement is also valid if:  
 - The opponent is blocked against a single edge of the board and surrounded on all other sides.  
 - However, if they touch more than one edge, it's not considered encircled.  
  
The software will automatically detect and indicate when an encirclement occurs, and display how many tiles have been captured.

# End of Game

The game ends when:  
- No valid moves remain for either player, or  
- A player resigns

## Winning

The player with the highest combined score wins. The total score is:  
- Word Score (sum of all valid words created)  
- Capture Score (number of opponent tiles captured)

# Live Scoring

After each move, the current scores (word + capture) are displayed so both players can monitor progress.