Hill Hall 426
Tufts University
Medford, MA 02155
(301)-633-9088
Section E

April 30, 2014

Dr. Veronica B Asimov, President
Tuffer Games, LLC
200 College Ave, Medford, MA 02155

Dear Dr. Asimov,

     I am hereby submitting my finished product as contracted. The product is "Jumblaya," an application which features a timed word scramble game. Due to its fast-paced and ephemeral nature, Jumblaya is an addicting and accessible game intended for any and all audiences. The game is appropriate as a learning aid in an academic setting; however, it is no less enjoyable for the average college student procrastinating exam preparation.

     The user chooses from four theme categories and attempts to unscramble as many designated words as possible within a 60-second time frame, receiving points for each successful solution. Words will never be repeated within the same round.

     The game includes a nifty "hint" feature, which supplies one letter of the word at a time; however, this results in a point deduction determined by the number of hints used for that word. Furthermore, the hint button is disabled after the entire word has been unearthed. If a word is skipped or the round ends on said word, the correct answer is provided to alleviate frustration caused by the mystery of an unsolved scramble. In addition, for the user's convenience, the "enter" button on the keyboard can be used instead of the on-screen "guess" button to eliminate game inefficiency and to allow for an optimal, natural, and fulfilling user experience. Additional points are awarded for speedy answers, and after the completion of a round, the user is asked to input his/her name so he/she can bask in the glory of a hard-earned Hi-Score listing.

     An impressive feature of Jumblaya that may not be obvious to the user at first is its remarkably extensive and diverse database. You will learn about all sorts of animals, colors, countries, and U.S. cities that you never dreamed existed. Jumblaya is also an excellent spelling aid, making it the perfect candidate for the education of your quasi-illiterate elementary school children.

As for program code attribution, the majority of the logic and syntax is original, though I I referenced Professor Lee Minardi's lecture slides to aid in coding the countdown feature.

I strongly believe that Jumblaya can and will become the next Flappy Bird: perfect for doctor's waiting rooms, airplane boarding lines, dull lectures, and trivial competitions between otherwise amicable friends. I hope you enjoy playing Jumblaya and I trust that it will prove to be an asset for Tuffer Games. Do not hesitate to contact me if it disappoints your expectations in any way.

Thank you sincerely for your time,

Cecily Lo
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