Game Instructions:

1 After entering the game, tap 'Game Start' button

2 Each game lasts 3 minutes. The progress of the game is indicated below the grids. Players will select a grid and then try to connect the adjacent grids to form a valid word. The goal is to find valid words from the board as many as possible.

3 When there is only 16 seconds left, the grids will start to disappear. As all the grids are gone, the game ends. Then you can see how many words you just found and all possible words we can obtain on the grids.

Things different from my proposal:

1. I used UIButton for grids instead of UIImage, as I just realize designing grids for each letter is a pain.

2. Instead of displaying the most recently found word on the top-right screen, I make it to show our current selected letters, which makes the game more user-friendly.

3. I added a solution view, which will display all words we can possibly gain from given grids.

4. I added the disappearance of grids as one round of game is about to end, which I think will make the game more fun.