GitHub Repo Link : <https://github.com/harrivin/Boggle_Game>  
  
Unity Version Used : 2017.3.0f3

**1) The board dimensions can be tweaked in the GameView (Game Object) -> Grid (Script) -> “Rows” and “Columns”, initial board size has been set to 4X4  
  
2) The board is randomly generated. Tile (Script).**

**3) Two dictionaries with one being most common words and the other being a massive word list have been included into the project with the WordData (Script)**  
  
**4) I was unable to perform the calling function due to large data dictionary and random generation of the Boggle Board**

**5) Large board (board size can be tweaked) and large data dictionary have been considered,  
constraint on world length can be done in Boggle(Script) selectedTiles.Count variable and has been set to 4**

The boggle game rules work properly, the user has to use the mouse to form the words and if there is a match with the data dictionary the word gets printed in the unity console (using debug.log)  
  
Most of the implementation was done locally and lastly uploaded to GitHub.

Assumptions Made:

* The boggle grid should be random, and this took up most of the time and is one of the bottlenecks for not implementing the calling function
* A large data dictionary was used another bottle neck for the calling function
* A boggle board of a large size can be created

Time Taken : 25+ hours  
  
Note : Still trying to figure out the calling function.  
1) would have been easier to implement the calling function with a smaller dictionary.  
2) with larger dictionaries Trie based optimization to the calling function would have made it better.  
3) some of the code logic was found online.