**BZ 214 Visual Programming Project Report**

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| **Group Number: 64** | |
| **No: 1030520966** | **Name Surname: Ahmet Yavuz (Team Leader)** |
| **He took part in the classroom operation, working algorithm and coding part of the program.** | |
| **No: 1030520961** | **Name Surname: İsmail Demir** |
| **He did the task of reading the txt file in Java and helped with the interface and helped with some algorithmic parts.** | |
| **No: 1030520948** | **Name Surname: Okan Özkan** |
| **He took part in the interface design and helped some algorithmic parts.** | |

**Abstract / Proje Özeti**

We coded the Turkish version of the New York Times popular game spelling bee with Model-View-Controller architecture using javaFX.

**Software Design / Yazılım Tasarımı**

We did not use any 3rd source library in this project, so everyone developed all the algorithms in their own way.

The game consists of 2 parts. In the first part, the player enters 7 different letters of his choice, if a game can be established with these 7 letters, the game starts and the center letter can be changed randomly by clicking a button, so the game word dictionary changes with each click.

In the second part, no data is received from the player and the word group is selected to start the game with the algorithm we wrote, and a random word is selected from this group and the game vocabulary dictionary is created from this word, and the dictionary is updated by selecting a new word every time the button at the bottom is clicked.

**Conclusion / Sonuç**

The program we have written contains a few simple errors. If there are 4 or more of the same letters in the word, some of which may be pangrams, the game may be broken, but when the New Game button is clicked, the game is reinstalled.