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## HW5 Report

URL: <https://jacobleboeuf.github.io/GUI-Assignment5/index.html>

Repository: <https://github.com/jacobleboeuf/GUI-Assignment5>

Unfortunately I was not able to accomplish as much as I had hoped with this assignment mainly due to me getting caught up severely on attempting to accomplish one of the extra credit portions of the work. For whatever reason I was running into many problems trying to implement a dictionary comparison within the game, from parsing through the .txt file itself to being able to accurately compare it to the created word. This, in turn, led to me not being able to complete some of the normal credit portions of the assignment due to time constraints and overall lack of motivation.

I am under the impression the code does the following things correctly or at the very least partially correctly:

- randomly selects the letters from the data structure and displays them,
- these letter tiles can be dragged-and-dropped onto target Scrabble squares
- program identifies which letter tile is dropped onto which Scrabble square
- board includes at least two bonus squares
- score is tallied correctly, including consideration of bonus square multipliers
- any number of words can be played until the player wishes to quit or depletes all tiles
- the board is cleared after each round so that a new word can be played
- score is kept for multiple words until the user restart a new game (implement next vs. restart)
- Once the tile is placed on the Scrabble board, it can be moved back to the “rack”.
- user can always restart the game.

My code likely does not do the following things:

- after playing a word, only the number of letter tiles needed to bring the player’s “hand” back to 7 tiles are selected
  - Board gets ‘reset’ after every word play but keeps score in process
- Tiles can only be dragged from the “rack” to Scrabble board. If the user drop them anywhere else, they will be bounced back to the “rack”.
  - Tiles do not bounce back but game is aware when they are in the gameboard
- Except for the first letter, all sub-subsequent letters must be placed directly next to or below another letter with no space. Else, they will bounce back to the “rack”.
  - No bounce back + space is likely allowed