

Topic: Scrabble Unscrambler.

Names: Jerry Gaines, Neil Warren, Jon Wong

Concepts: Tries, Arrays(Lists).

- To be added into a paragraph:
- Goal: help user find all the potential words that user can create, given the current board and the tiles in front of user.

The project we decided to do is called a Scrabble Unscrambler. Our goal is to help a user get an upper edge on a Scrabble game (or a Scrabble-like game, such as Words with Friends). We intend to keep track of the board and the tiles in front of the user using Arrays. In addition, we have to keep track of the available letters on the board that can be added upon. We plan on exploring the Trie data structure, and implementing it in our code. The user would input what tiles are in front every time, and the program would return a list of all the potential words that can be created, given the tiles in front of the user and, if applicable, the available tiles on the board as well. If time permits, we also would like to keep a score counter, keeping track of the potential points that each word can give. We would also have to keep track of the spots on the board that gives bonus points.