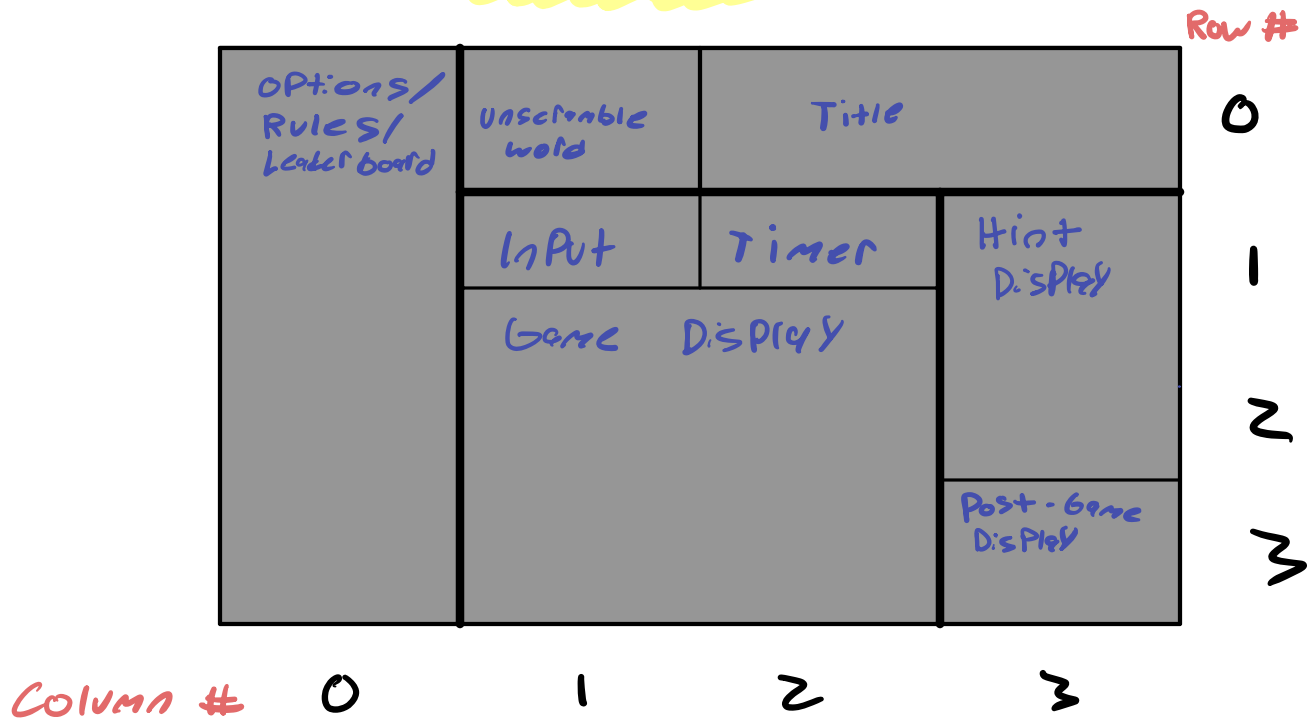


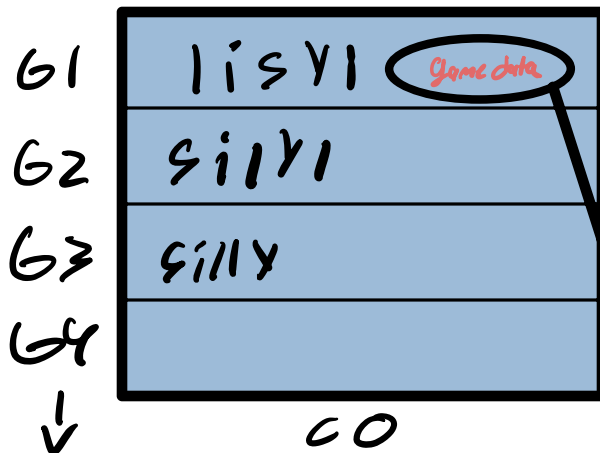
JQ ~ Word-Scramble Design

Frame Layout



RCT Ratio \Rightarrow 12:20 (Boxes)
1:1.6

Game Display



Ans = Silly

\rightarrow post game()

word Code + 5m/19m + 4%

G1 \rightarrow (- * - - -) [20%]
G2 \rightarrow (+ * * - -) [60%]
G3 \rightarrow (+ * * * *) [100%]

Points system

Base = (Word length) \times 3

Time =

- $T < 5 \rightarrow +15$
- $5 < T < 10 \rightarrow +10$
- $10 < T < 15 \rightarrow +5$
- $T > 15 \rightarrow +0$

Hint Penalty =

- Hint 1 $\rightarrow -1$
- Hint 2 $\rightarrow -2$
- Hint 3 $\rightarrow -4$

Hint 1 = RAT of speech

ex. noun

Hint 2 = Starting letter

ex. B

Hint 3 = Definition

ex. opposite of cold

Accuracy calculator

Completion $\rightarrow \frac{\text{Rounds Complete}}{\text{Rounds attempted}} \cdot 100 \sim \text{Completion \%}$

Accuracy $\rightarrow \left(\frac{1}{\text{Guess Attempt \# of Round}} \right) \cdot 100 \Rightarrow \text{Round accuracy \% EG.}$
 $\hookrightarrow 10\%$

$\frac{10^1 + 10^2 + 10^3 + \dots + 10^n}{n} \Rightarrow \text{Game accuracy}$

Testing Checklist

☒ GUI Operational

☒ API connects

☒ API \Leftrightarrow .txt communication (Read & write)

☒ Hint Buttons

☒ Game Logic

☒ Score Display

☒ Accuracy Display

☒ Leaderboard Display & update