

## **SCRABBLE BOARD WRITE-UP**

The Scrabble game includes several functional features. The board initialization dynamically generates a single line of the Scrabble board using JavaScript, with appropriate bonus spaces such as Triple Word (TW) and Double Letter (DL). The tile rack is initialized with a background image representing the tile holder. When the game deals tiles, seven random tiles are provided to the player's rack from the available pool, ensuring the tile distribution matches Scrabble rules. The drag-and-drop functionality allows tiles to be dragged from the rack to the board spaces and positioned centrally in the target space. Board spaces accept tiles only if they are empty, preventing multiple tiles from occupying the same space. Additionally, the score calculation considers both letter values and bonus spaces, updating and displaying the score to the user after submitting a word. After a word is submitted, the played tiles are cleared from the board, and new tiles are dealt to the rack. Buttons for submitting a word and dealing new tiles are functional and properly bound to their respective event handlers.

One of the partially working features is word validation. Currently, the game does not validate the formed word against a dictionary, assuming all words are valid.

Additionally, while the game reduces the count of tiles as they are dealt, these counts are not persistent across sessions. The user interface can be further enhanced with animations, better tile graphics, and additional feedback for user actions.