# **Unit 3 Scrubble Project Plan**

# Submitted to**: Mr. Peck**

# Project Manager**: Linda Doong**

Date: May 1, 2013

Project Overview

The ultimate goal is to replicate the game of Scrabble in which the user will be able to play against the computer as both players compete to form words for points. The Scrubble board consists of 15 rows and 15 columns, where a single tile can fit in one cell. There are 100 tiles in Scrubble, of which 98 contain letters and 2 are blank. The blank tiles are wildcards; they act as a substitute for any letter in the alphabet.

The point values for the tiles are as follows:

0 Points - Blank tile.

1 Point - A, E, I, L, N, O, R, S, T and U.

2 Points - D and G.

3 Points - B, C, M and P.

4 Points - F, H, V, W and Y.

5 Points - K.

8 Points - J and X.

10 Points - Q and Z.

Some squares on the Scrubble board can be used for extra points. If a tile is placed on a light blue square, its point value is doubled. If the square is dark blue, the point value is tripled. If the square is light red, the point value of the entire word is doubled. If the square is dark red, the point value for the entire word is tripled.

Project Team {Describe the team members and the roles and responsibilities they will have.}

Angela Li -- Deciding the overall structure of the game and how the board will interact with the tiles, how the points will be calculated, and whether inputted words are valid.

Linda Doong -- Complete the status reports and project plans. Development of the GUI and how the human player and the computer player will interact on the Scrubble board.

Both share the responsibility of keeping the other on task at all times!!!

Challenges {What do you foresee as potential problems that may affect your project?}

There will be problems with the visual aspect of it, as Gridworld and GUI are not as familiar to us as we would like them to be. For example, the user’s accessing of their game tiles might have to be a separate section of the interface. There are many specific situations users will come upon that we will have to consider and resolve, and we will no doubt miss quite a few of them.

Major Tasks and Schedule{Create a task plan that describes what needs to be done to accomplish your objective. Establish a timeline keeping in mind that you must design, develop and test before the final week of deployment. During that week, you will be giving your promotional presentation on the software.}

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| Task | When | Responsible |
| Complete tiles and attempt to set up the board. | Monday, May 6. | Linda |
| Create a general outline as to how we should go about this project. | Wednesday, May 8. | Angela |
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