**ECS 102: Project Proposal**

Lyle Moffitt

I shall be writing a word game of my own design, I call “Solitaire-Scrabble”. It’s a variation of Scrabble I built to be played on your own. The board will be re-printed after each turn, with the computer interactively accepting words from the user as input. The computer will read from a file-list of words as its dictionary, and it will provide an option to save scores and games to an output file. Arrays will be used to store and manage the live-play board. At least one instance of the sorting function will be to sort the saved scores. Randomness will be used to pick what letters the user gets next. Then, at the end of a game the computer will crosscheck your words against the dictionary, implementing the search function.

**Sources:**

* For some ideas I looked through the online archive of simple programming games available at <http://www.atariarchives.org/>, specifically the ‘BASIC Computer Games’ and the ‘More BASIC Computer Games’ books.
* I also looked at <http://www.papg.com/>, a small site dedicated to simple games that can be with pen and paper for ideas for ideas.
* I will be using a SOWPODS word list I found inside a project on SourceForge <http://sourceforge.net/projects/scrabbledict/> .