Words by Yourself ™: User’s Guide

**Getting Started**

In order to open the JAR file of Words by Yourself ™, you must have Java installed on your computer. Open the file with Java(TM) Platform SE binary.

When the menu opens, the three highest scores will be displayed. The player is able to click the Play Now button to start the game.

Instructions:

The objective of the game is to make words on the board using the letters in the tile rack. For each word that you make, you will score a set number of points depending on the value of the letters in the word. Letters will continuously pop up into the rack. When the tile rack overflows, the game is over.

In order to make words, you must click a tile on the tiles rack and then click the position you would like to place it in. Letters in a word that are valid will turn into a darker colour. The tiles used will disappear from the rack, and new tiles will soon appear. Words can be placed on the board horizontally or vertically, and letters in a word must be placed next to each other in the correct spelling order. High number of points can be achieved through strategic use of the special spaces on the board, such as double-word spaces. The board will expand as certain number of points are reached.

**Features and Capabilities**

The program allows the player to place letters from the tile rack onto the grid, and checks whether or not this creates a new word. A scoring mechanism is used to determine the value of the letters in a word that is formed by the user, and the points are added to the player’s total score for this game. In order to check if a word is valid, there is a feature that checks the word against the Scrabble word list. When a word is valid, the tiles for the letters in the word are modified to have a darker colour than before. There is also a timer feature, that determines when new letters pop up in the tile rack. In addition, the game has the capability to display the top three on the leaderboard on the menu page.

**Limitations and Bugs**

Depending on the user’s screen, the player board may not fit in the screen; however, rescaling the size of the window is difficult. In addition, the graphics in the program are not especially attractive. There may also be some lagging when running the program. One bug is that the game may potentially crash when there are too many letters to check; however, this is not certain. The player is also unable to enter his or her name when on the menu, and names also do not appear on the leaderboard. Buttons for “Instructions”, “Shuffle”, and “Up Next” were also not developed. In addition, the extra-points spaces (double letter, etc.) disappear when there is lag. However, this is just a visual bug due to lag and it does not affect the game.