

## Introduction:

For my Python project I wanted to find a way to easily win in the board game Scrabble so I made a program that lets me easily find words that I can make in my hand and shows me the score that it could give me. Scrabble is the board game where you try to match words you have on your rack onto words already on the board. Each letter you use is typically worth points and the player who has the points wins the game. I have also added voice to instructions to the program to help people understand the program.

## Requirements:

For the voice the pyttsx3 module is required and needed to be installed and to fix an error pyobj is also needed to be imported. The kernel also crashes due to a bug in the pyttsx3 module.

## Description:

My program takes in the input of letters the user has and returns and prints a dictionary with the keys being the possible word combinations and the value being the amount of points each word is worth. I also set it up so it has voice to better the user experience.

```
What are the letters you have on your rack?hello
{'l': 2, 'h': 1, 'o': 1, 'e': 1}
{'ELL': 3, 'HELO': 7, 'HELLO': 8, 'HE': 5, 'HO': 5, 'OE': 2, 'OLE': 3, 'OH': 5, 'HOLE': 7, 'HELL': 7, 'HOE': 6, 'LO': 2, 'EL': 2, 'EH': 5}
```

## Conclusion:

I solved the problem of losing at Scrabble and my program as an output shows you the words that are playable and the corresponding points.

