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Term Project: Competitive Analysis

For my term project I am going to create the user friendly and engaging program which features the common word game called Boggle. To begin this project however, first I had to research similar products and games so that I could gauge a feel of what these products do, look like, work like and much more. Furthermore, I was able to get a better understanding of the problem at hand and exactly what I would need to do to address, accomplish and translate it into code. The products I researched like Wordament (made by Microsoft) and other boggle apps on IPods and computers all had many great features I felt like I should include in my project. For example, each boggle game had a friendly user Interface where a main menu was utilized to give the game a more professional feel. More specifically the games had cool features like an option to rotate the existing board, shuffle the pieces before starting and many other features. One feature I really liked was how the player could interact with the board by clicking the letters to show exactly how the word is being formed. I think such a feature adds greatly to the user experience and overall coherence to the product. Finally, I thought that from a different perspective I could add different features like game modes to make the game better. For example, my game would entertain a beginner, intermediate and expert mode where the boards would contain a smaller amount of words as well as longer words making the possible words more difficult to guess. Also, I thought a great feature would be to add a mode called a speed round where every word guessed has a constant score value and that in this mode I would generate large amounts of words so that players can guess as many words as possible.

I believe that by combining all these features with a very easy-to-use and friendly User Interface my Boggle game can become a great, fun and interactive project.