

Table 1: Revision History

Date	Developer(s)	Change
Jan 22, 2020	Kanakabha, Lucia, Raymond	creating problem statement
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SE 3XA3: Problem Statement

Scrabble

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Problem Statement

What problem are you trying to solve?

As Team Trifecta we have noticed that there is a lack of accessible and well-designed classic board games available to play digitally. The current version of this Scrabble game is not easily usable for those individuals who are unfamiliar with using the command line terminal and is not aesthetically pleasing. Our aim is to create a version of the board game Scrabble that can be played by people on a computer using a graphical user interface(GUI) to provide a straightforward way of playing and allow for fun and friendly competition between users.

What is the context of the problem you are solving?

The Scrabble project can be played by two to four people on a single desktop or laptop computer that has the ability to compile and run python 3 files. The users will only have to interact with the interface once the game has been launched. This project would fit into the category of gaming and entertainment since it is a game played by users for amusement and a way to pass time. The game can also be seen as educational as players can expand their English vocabulary by participating in the game.

Who are the stakeholders and why is this important?

The Scrabble project has several persons, or stakeholders, that can impact the course of the project. One group of stakeholders are SFWRENG 3XA3 supervisors, Dr. Asghar Bokhari and teaching assistant Andrew Lucentini. These individuals have a vested interest in the project as their feedback directly impacts

the requirements and development of the project. Another group of stakeholders are the original author of the repository, fayrose, and other Github users who have forked the project. They have a desire to see the project succeed and improve, these features can then either be applied to their own projects or improved upon. Finally, the players of the game are also stakeholders as the project will be shaped by their feedback about how usable and accessible the game is during gameplay.