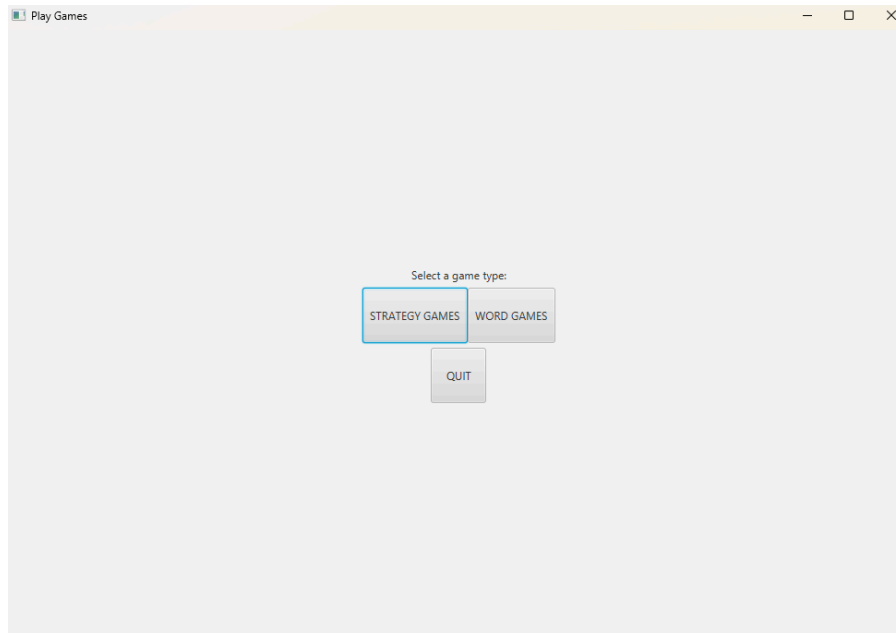
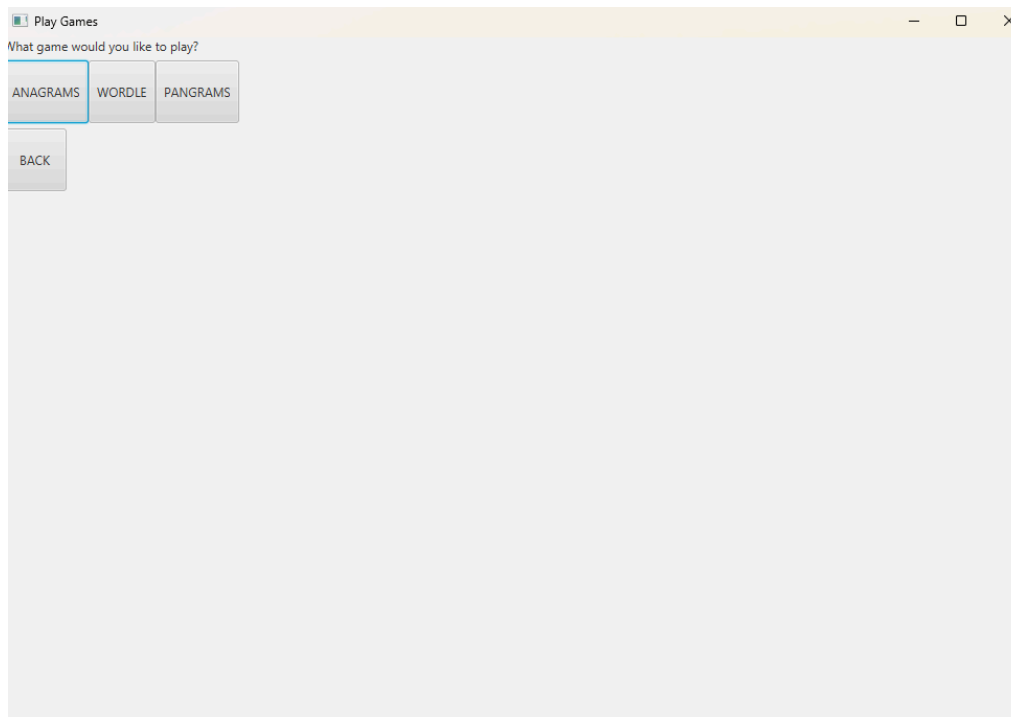


# Word Games Java Final Project Rundown

## Select game type screen:



## Select game screen:



## Select letter count / time control:



The screenshot shows a window titled "Play Games" with standard window controls (minimize, maximize, close) in the top right corner. The window contains the following elements:

- Choose a number of letters:** A row of buttons from 4 to 15. The button for "6" is highlighted with a blue border.
- Choose a time control:** A section with three sub-labels:
  - Casual:** A single button labeled "Unlimited".
  - Bullet:** Four buttons labeled "20sec", "20sec+1", "20sec+2", and "20sec+4".
  - Lit:** Four buttons labeled "1min", "1min+3", "1min+6", and "1min+9".
  - Rapid:** Four buttons labeled "3min", "3min+3", "3min+9", and "3min+18".
  - Classical:** Four buttons labeled "9min", "9min+3", "9min+9", and "9min+18".
  - Extended:** Four buttons labeled "15min", "30min", "1hr", and "2hr".
- Show hints:** A checkbox that is currently unchecked.
- Start Game:** A button.
- BACK:** A button.

**Time control explanation:** *3min+3 means that you get three minutes of initial time and three seconds back when you enter a valid word.*

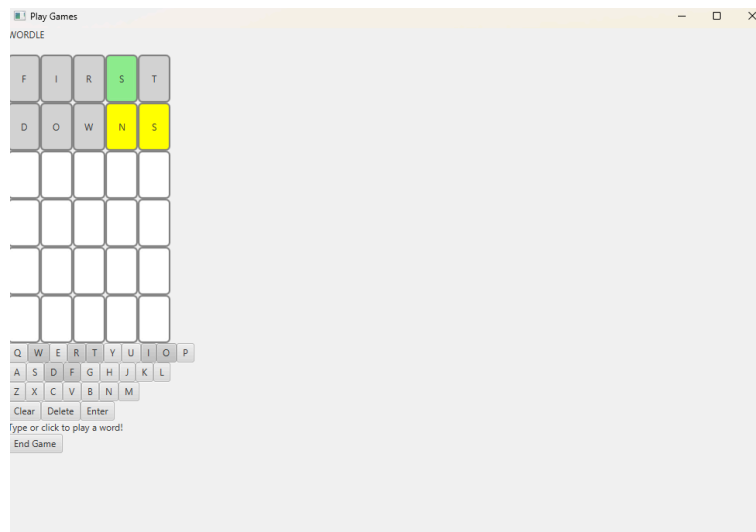
**Show hints explanation:** *For anagrams and pangrams show hints will show the number of words remaining for each letter amount.*

```
3 letter words left: 10
4 letter words left: 15
5 letter words left: 3
6 letter words left: 1
```

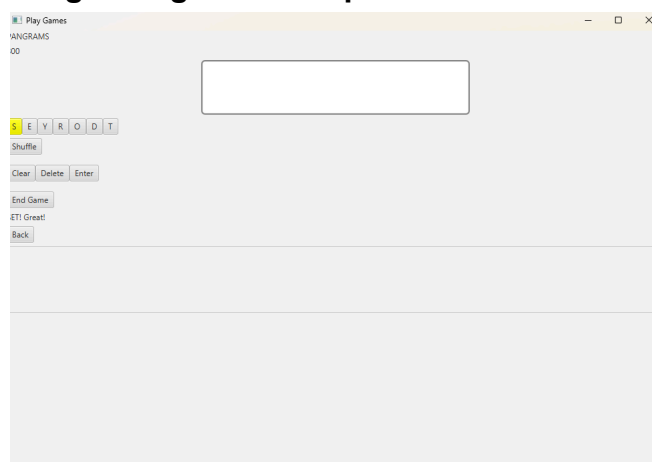
## Anagrams game example:



## Wordle game example



## Pangrams game example



## Anagrams/Pangrams end screen example



## Wordle end screen example

