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Assignment one scrabble

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Introduction

1 This is my assessment on the variables and things needed to play scrabble on a computer

1 1. Rules of scrabble 1.2 Scrabble is a word board game where you get points on the value of the tiles you place on the board

1 Scrabble Tiles There are 100 tiles in all, 98 of which will include letter and point combinations. Two blank tiles you can use for any letter.

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2. Scrabble board

2.1 The Scrabble board has a star in the center. This shows you where to start all around are assorted color boxes where you place your letters

3. Playing the game

3.1 To play Scrabble on a computer, you can have one or multi players who each take turns to write a word on the board. The word must come from one of the words already on the board

4. Starting the game

4.1 each player will take in turns to write a word from there letters each player starts with seven letters

1

4.2 Form a word on the board starting on the star add up Ur points by the value of Ur tiles and the squares on the board the next player sees what words they can make with their tiles but must come off one of the letters already on the board

5. The values of squares and tiles

Every square and tile have a different value which allows you to double or triple your points depending on where your word is place

1

The value of tiles is

0 Points - Blank tile.

1 Point - A, E, I, L, N, O, R, S, T and U.

2 Points - D and G.

3 Points - B, C, M and P.

4 Points - F, H, V, W and Y.

5 Points - K.

8 Points - J and X.

10 Points - Q and Z.

Double Letter Scores

- if you place your word on one of these squares you will get double points for the letter on that square

Triple Letter Score

If you place your word on this square that letters points would be tripled

Double Word Score

– when your word crosses this square then your entire word score will be doubled

Triple Word Score

: when your word is inserted on one of the squares that say triple score your whole word will be triple score

1

The object of the game is to make words with the tiles chosen in turns until all tiles have gone each turn every 6.1 player takes the number of tiles out of the bag that they used on their words To tell who the winner of the game is when there are no tiles left to play the game the score is added up and the winner is the person with the highest score

Only words that are in the English dictionary are allowed to be used and this should be checked

1

6 Requirements for the Computer Version

Selecting the tiles

Adding the score

Recognizing the extra scores

Replacing the tiles

Keeping history of games

Checking the words

A computer

The internet

1

Prioritization of the Requirements[2].

Must Haves

To play scrabble you must have these things

Computer,

Internet,

Tiles,

Board,

Score,

To replace used tiles,

Be able to tell the winner,

Players

Rules

winner

Should Haves

Computer,

Tiles,

Board;

Score,

Internet

Rules

Players

Could Haves

2 or more players,

Use names for players

Be able to play ¹ in different languages,

Be able to play against computer,

To keep a history games,

Will not Haves

Be able to play as single player,,

A history of games

Rules

¹ 7 Three of High Priority (Must Haves)

Three important things you need to be able to play scrabble is

A computer without a computer it is impossible to play on a computer scrabble

A winner without a winner it is a pointless game

Keeping score without keeping score you will not know who run the game

¹ 8 Identifying the variables

ReplaceTiles to keep replaced is to make sure that other words can be made that each player has the correct number of tiles [1].

Tile Rack to keep your letters on so other players cannot see your letters and you can re arrange them to make words before your go

ScoreTotal to keep track of the total of each word

to keep the score of each player as the game goes and add up there total after each go

PlayerOneName to know what players go it is and has own identity

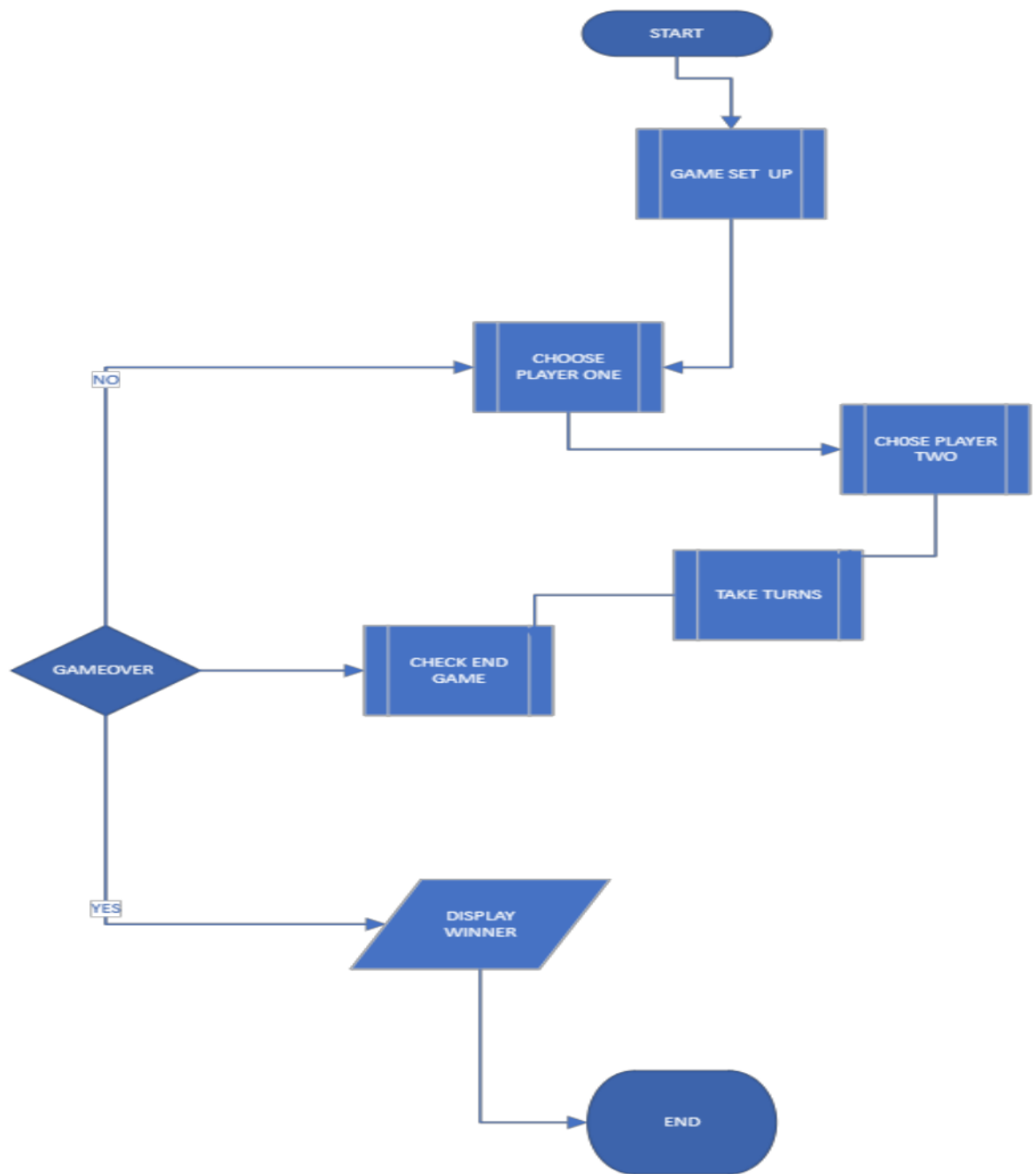
PlayerOneScore to add up the total after each go

PlayerTwoName to show who goes next and what username they use

PlayerTwoScore to add up playerTwoScore

9 FLOWCHART[3].

¹
My computer-based scrabble flowchart is below [4].



10 PSEUDOCODE[5].

The pseudocode for the solutions[6].

Start game

1. Get players
2. Give each player 7 tiles
3. First player starts the game
4. Adds up the score of first player
5. Second player takes there turn

Display Winner

1. Add up each player's score
2. See which is the highest score
3. Display who is the winner

11 ConclSION

This is what I have learned about variables pseudocodes and the process of playing on the computer scrabble

12 REFERENCE

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[5]. "pseudocode," A Dictionary of Computer Science. Oxford University Press, 2016.

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