

I am designing the game of Scrabble for a cellphone/hand-held device. Here are the things I will include:

- 1) JSR-172 will be used to access scrabble dictionary
  - b) Allow multiple dictionaries (languages) to be used in this way
- 2) Use of Canvas to render screen since there need not be any animation unless if I want to go jazz things up
  - b) I am using the screen size of the Clamshell emulator as my minimum screen size. This is necessary to have minimum screen because of the density of the graphics required
- 3) The game will be only 1 player. There will be a computer opponent named Clamshell Jr who is a fairly sophisticated player. I claim that he could beat a random classmate/professor at least 80% of the time (as Scrabble is partly a game of chance, i have to limit my claims).
- 4) The project will likely include non-included implementations of the java.util package. The minimal subset provided is not sufficient to provide for the coding which would be required. Some algorithms use strictly arrays, but this is not a class in AI design, so I believe that not all my algorithms have to be optimal for a 1 semester class.
- 5) Statistics will be kept outside of single games (Records). Important statistics include win pct, hi score, hi single play, bingo count, and anything else which I deem useful.