

Development of a Multiplayer Scrabble Board Game and Implementing an AI Skilled CPU Player

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ABSTRACT

This project studies and evaluates current scrabble games, programming logic, technologies and algorithms to be implemented in developing the scrabble.

The main features to be included in the game are two to four players playing against each other either on the same machine or on separate PC's connected over the same LAN network, this means research would have to be conducted in multiplayer game designs and in order to allow for competition for one player, the game can be played against a computer player which has been programmed with artificial intelligence to be able to compete against a human player.