Review 1: Community Scrabble

- Even though the game can be played by everyone, it might be a good idea to decide upon a more specific user group. Perhaps you could make some personas (see chapter 10) to get a better understanding of your potential users. Bear in mind that you will or are already working with users...

- "You always have to be two or more to be able to play the game and you cannot easily cooperate. Because of this, most board game become dull and boring after just a few games" and "New players will be able to intuitively learn how to play because it is based on the well known scrabble concept" should probably be under Assumptions.

Summary: You have probably seen http://www.apple.com/ipad/apps-for-ipad/. It may not be fast paced and it is a single user, but it is touch based.

I would have liked to see a more detailed description of conceptual model. Also, more precise description of how is what you are proposing different than other scrabbles – is there any difference in sociability really (you say you want to design more sociable scrabble). How would it differ from cooperative scrabble? For your midterm report, you would need to find some literature related to your problem space (at least 5 published articles).