* “Board” class – main class on which the game is played; an Array will be used to record whether or not a specific location on the board is available
* “Inventory” class – class in which references to the various tiles are stored (in a Bag); allows for tiles to be retrieved and added to each player’s TileRack
* “Tile” class – contains methods that allow for changing the letter of each Tile, as well as its corresponding point value
* “TileRack” class – creates an object that holds references to Tile objects placed on it
* “Player” class – contains an instance of TileRack; contains a “counter” method which tallies and records a specific player’s score; in each turn, the number of points that the player puts down are added together, and that sum is then added to a running total for each player