

Design Decisions:

- 3 Controllers were used for the board, the tray and the menu buttons this offered a cohesive way of controlling the game and handling user input.
- The MVC using game event offers a concise way of sending the updates made to models to the views of the game.
- Implemented horizontal and vertical collision checking of words that are intersecting and using each other's letters full implementation is to be defined in future deliverables.
- Parser was updated to take inputs from the game class directly in the form of a string as opposed to a user input that held the structure of the previous system and allowed an easy way to integrate the GUI.