**Changes Made Throughout Milestone 2:**

**Classes**

**Bag:**

* Simple changes for type safety and compatibility

**Board:**

* Deleted old methods no longer needed after GUI implantation

**Player:**

* Refactored code to account for GUI simplifying method implantation

**ScrabbleModel:**

* No longer contains the main method as is not a text-based game.
* Refactored methods to be more organized and simpler moved key methods to ScrabbleView.

**Tile:**

* Adjusted the scoring mechanism in Tile for simplicity.

**ScrabbleView:**

* Added new class to manage the GUI including initialization, and interactions with the user.
* Now contains the main method.

**UnitTesting:**

* New Class for complete implementation of the Junit testing for the model class. In specific any and all parts of the missing or incomplete implementation of the placement and scoring of words.

**Relationship:**

* Unit Testing is dependent on ScrabbleModel
* ScrabbleController is dependent on PlayedTile
* ScrabbleView is dependent on Controller