**Changes Made Throughout Milestone 3:**

**Classes**

**Bag:**

* Updated bag to contain blank tile implementation

**Board:**

* Updated Board to now implement special squares

**Player:**

* Player is now a parent class of bot

**ScrabbleModel:**

* Put changes to accommodate for special squares, tiles, and bot

**Tile:**

* Adjusted the scoring mechanism in Tile for simplicity.

**ScrabbleView:**

* Updated view to show special squares and special tiles
* Added ability to select AI player.

**Bot:**

* New class to accommodate for the implementation of the AI character choice.

**UnitTesting:**

* New test for updated Scrabble model

**Relationship:**

* Bot inherits from Player
* Bot is dependent on Tile
* Bot is dependent on the Board