**Changes Made Throughout Milestone 4:**

**Classes**

**Player:**

* Player is no longer a parent to any Class

**ScrabbleModel:**

* Put changes to accommodate for save states ,load states, redo and undo function

**ScrabbleView:**

* Updated view to display the save load redo and undo functions and to update them to the board

**ScrabbleController:**

* Updated controller to be able to handle save load red and undo functions

**Bot:**

* Bot class no longer exists

**UnitTesting:**

* New test for updated Scrabble model

**Relationship:**

* Tile, Player, Board, Bag, Scrabble model implements Serializable