startGame()

loadPosition()

loadPiece()

loadRack()

getPieceImageSource(piece)

setPieceHoldEvents()

movePiece(piece, startingPosition, endingPosition)

validateMovement(startingPosition, endingPosition)

p1rack is an array of 6 letter tiles:

p1rack[0] = position [0, 0]

p1rack[1] = position [0, 1]

p1rack[2] = position [0, 2]

p1rack[3] = position [0, 3]

p1rack[4] = position [1, 0]

p1rack[5] = position [1, 1]

p2rack is an array of 6 letter tiles:

p2rack[0] = position [13, 14]

p2rack[1] = position [14, 13]

p2rack[2] = position [13, 12]

p2rack[3] = position [14, 11]

p2rack[4] = position [12, 14]

p2rack[5] = position [13, 13]

Reset the rack after a successful movePiece:

p1rack[ startingPosition[0]\*4 + startingPosition[1] ] = '.';

Functions

startGame()

rePopRack1()

rePopRack2()

rePopRack1()

onBoard(position)

onBoard(position)

Populate the racks

Switch player

Score “black” word(s) and repopulate the “black” rack

Score “white” word(s) and repopulate the “white” rack

“black” moves up to 6 tiles from the rack to the board

“white” moves up to 6 tiles from the rack to the board

If starterPlayer=”white”