Macro process

Dish out letters process – select random letters from array pool 7 to each player or 7 - number left on rack

Click a tile in rack

Click location to put tile down – future option drag to square

Use logic gate to place tile

Repeat until player hits undo or confirm

Undo run remove tile logic gate – same as click tile and remove except store last square played for undo

Confirm run process to save score and switch players and check for win one player has not tiles.

Can’t play skips to next player unless last player hit can’t play in which case game end

New letters – see new letters logic