CRC Cards

Tile	
Responsibility	Collaborator
- Represents a single tile - Holds a letter and a score value - Immutable	

Board	
Responsibility	Collaborator
- Represents the Scrabble board - By default, is a 15x15 grid of tiles - Handles placement, and fetching of placed letters and words	Contains a 2D array of **Tile**'s

Player	
Responsibility	Collaborator
- Represents the player - Holds a name, a hand, and a score - Can draw tiles	- Hand is a **List<Tile>** - Gets **Tile**'s from a **TileBag**

TileBag	
Responsibility	Collaborator
- Contains all 100 Scrabble tiles - Manages drawing and returning tiles	Supplies **Tile**'s to the player

Game	
Responsibility	Collaborator
- Manages the game flow - Orchestrates turns, validates moves, updates score, checks for game end	- Creates a **Board** - Has a **TileBag** - Has a **List<Player>** - Checks **Dictionary** for valid words

Dictionary	
Responsibility	Collaborator
● Loads words from a file ● Checks if a word exists within its loaded collection	

UML Diagram