

## **The changes you made in your design throughout the milestones**

1. Separate updateTurn from playMove: In my milestone A, I include the updateTurn method, which is a method to change current player to the next, in the playMove method. But later on, I found that the updateTurn method should be called after the challenge method, and the challenge method should be invoked after the playMove method. So I separate the updateTurn from playMove. In this way, the turn order of the game become more clearly.
2. Use two method to make words of a turn: In my milestone A, I want to use the same method to make words for all turns, regardless of invoking a boom special tile or not. However, when I implement the idea in milestone B, I found the situation to make words for a turn invoking a boom special tile is totally different from a turn which don't invoking a boom. In this case, I add a method called makeBoomWord to make words for a turn invoking a boom special tile specially.
3. Add game listener to the game: In my milestone C, I add gameListener into ScrabbleSystem class. In this way, the game core parts can connect to the GUI. When the core parts change, the GUI will be notified to changed

## **The effort requires for the additional special tile**

The additional special tile is called skip-a-turn. While I added this special tile to my program, I only add a SkipaTurn class which implements the SpecialTile interface. In the SkipaTurn class, I implements the makeSpecialEffect method by setting the nextTurnFlag of current player. In this way, I can mark that the current player has lost his next turn.