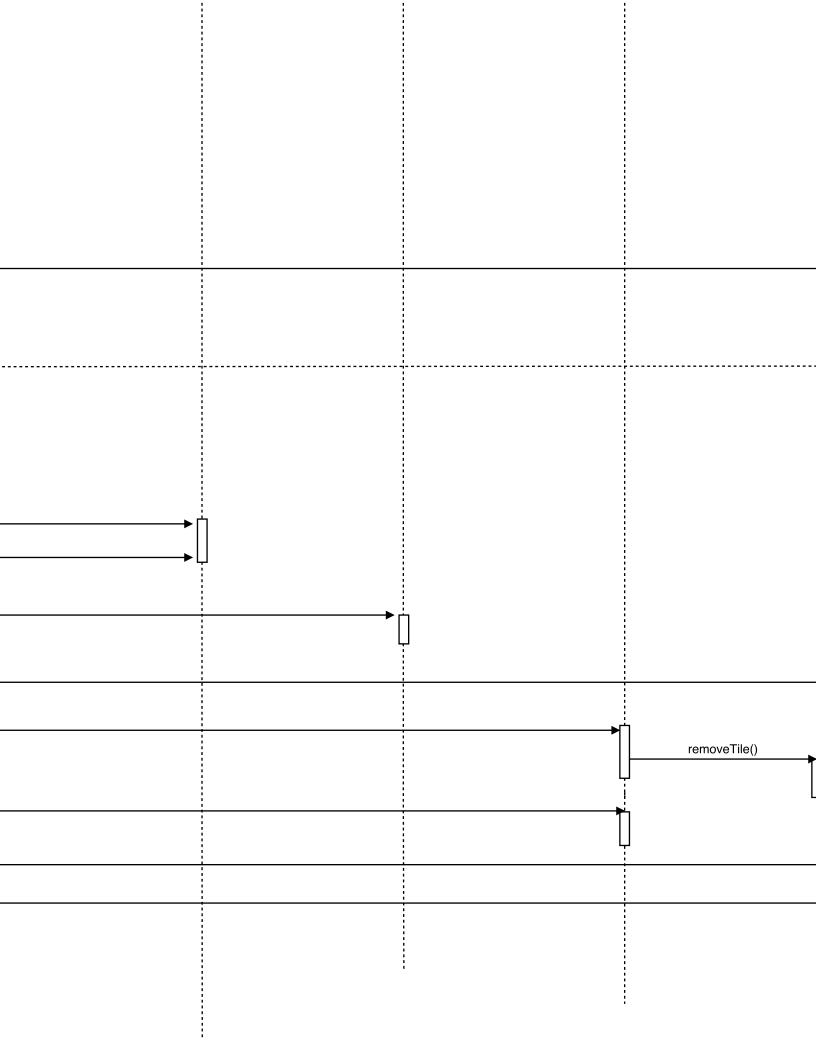| ScrabbleSystem | | : TurnControl | | :player(challenged) | | :Dictionary | | :player(challer |

| nge) | : Move | : LetterBag | : Board | : Sq |

uare

challenge(Player play

loop [wo

alt

loop

player = getLastPlayer()

words = getWords()

[wordsSize]

isValid(word)

return

[isValid == true]

setNextTurnFlag()

[isValid == false]

score = getLastScore

minusScore(-score)

move = getMove

outTiles = getTiles()

squares = getSquare()

rTiles = getLastRandomTiles()

addTiles(rTiles)

removeTiles(rTiles)

addTiles(dutTiles)

loop

[squareSize]

removeTile()

restoreSpecialTile()

runGame()

removeTile()