View

WordHuntBoardView

Sends stack _ _ >

Sets tile state
Sets win

Updates word/emoji list

Updates score view

private void initializeBoard()\
public int getNumPossibleWords()
private void createAndAddTile(String letter, int row, int col,
Boolean startingValue, int buttonSize)
public int getGridSize()
private void handleMouseClick(Tile tile)
private void handleMouseReleased(Tile tile)
private void handleMouseUndragged(Tile tile)
public Boolean checkWin()
public ButtonDragListener(int gridSize)

WordHuntCurrentWordView

private void updateButtons(String newWord)

WordHuntWordsFoundView

public void animateWordAddition()
public void animateWordList()
public void update(ObservableList<String> updatedList)
public Text createStyledText(String text)
public Text bonusStyledText(String text)

WordHuntScoreView

public void incrementTotalWordsFound()
public void initilaizeScores(int possibleWords)
public int getTotalWordsFound()
public int getPossibleWords()

<u>ViewModel</u>

<u>WordHuntBoardViewModel</u>

WordHuntScoreViewModel

public void incrementTotalWordsFound()
public void setTotalWordsFound(int totalWordsFound)

WordHuntCurrentWordViewModel

public String getCurrentWord()
public void updateCurrentWord(String newWord)

_ Is valid word? _ Move validity

Score updates

Word list updates

<u>Model</u>

<u>WordHuntGame</u>

<u>WordHuntScore</u>

| public int getNumFoundWords() |

WordHuntWords

public ArrayList<Pair<Integer, Integer» getTilesForWord(String word) public int isValidWord(String word) public String getEmoji(String word) public void addFoundWord(Boolean bonus, String word)