

Class Name: Player	ID: 6	Type:
Description: It represents a player of scrabble, containing its score and whether or not it is a players turn.		Associated Use Cases: A player makes a turn if isTurn is set. If a player can make a work, add to the score.
Responsibilities		Collaborators
Contain the players score		Board
Control player turns		Player

Attributes	Operations
id - an int that represents the player	placeLetter()
score - An int that keeps the players score	swapLetter()
isTurn - a boolean that manages which player can make a move - stops the user from making a move when its not their turn.	updateScore()
	pass()
	swapLetter()
Relationships	
Generalisation (a-kind-of)	
Aggregation (has-parts)	
Rack - A player has a rack or letters	

Other Associations	