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| Class Name: Board | ID: 4 | | Type: Concrete |
| Description: The board necessary to play the game. Contains a 15 x 15 grid of squares, each of which accommodates a single letter tile. There are a few premium squares, which multiply the points awarded. | | | Associated Use Cases:   1. Begin Game 2. Player Makes Turn 3. Player Makes Wrong Turn 4. Skip Turn 5. End Game |
| Responsibilities | | Collaborators | |
| Provides the game environment | | Server, Client | |
| Awards points | | Piece, Player | |
| Distributes playing pieces | | Piece, Player | |
| Keeps track of pieces in ‘letter bag’ | |  | |
| Proclaims winner | | Player, Client | |
| Attributes | |  | |
| Piece List | |  | |
| Player Count | |  | |
| Win Condition (Boolean?) | |  | |
| Relationships | |  | |
| Aggregation (has-parts) | |  | |
| Player | |  | |
| Piece | |  | |