

Scrabble with stuff

Justification of design decisions:

The Game class is essentially the class which controls the system and the GUI would directly interact with only the game.

This reduces coupling and hence satisfies one of the design goals of design for change.

As such the Game class has all the essential methods that would need to be called after a possible user interaction with GUI.

The Turn class has all the data for the tiles that have just been played by a player and hence is used to validate a particular move, count the score and perform any actions required after the Game knows that a move has been completed by the user.

Each special tile is a sub class of the “generalized” special tile abstraction and hence it would be easy to extend the program to include additional special tiles with minimum change of code. This again helps design for change.