

Progress between milestones

#### MILESTONE A

For milestone A I had done a very basic design, mainly concerned with the domain and the connections therein. A lot of detailed scenarios were missed as pointed out in the feedback.

#### MILESTONE B

While working on milestone B I started considering a lot more scenarios since I had to make them all work. The changes made can be seen in the updated interaction diagrams I constructed possible interactions for various scenarios that might or might not arise and re-sketched the required associations between classes.

I also tried to be careful that any potential GUI interactions that might take place while implementing the GUI would require only a single connection with the core – (i.e the Game class) so that it would be easy to implement the GUI without interfering with the remainder of the core code.

I also kept in mind the addition of more special tiles in the future and thought about what possible arguments the `applyEffect()` method of a special tile might it require to make potential changes and decided that it would probably require the score of the current player, a location of a played tile, and an instance of the game itself. This should be sufficient enough information for most additional special tiles regardless of its functionality to affect the game significantly.

#### MILESTONE C

Coding milestone C was fairly simple since most of the hard work was done in Milestone A and B. Adding a special tile was essentially just adding an extra class with one essential method : `applyEffect(score,location,game)` , and one addition in the GUI where a person could now purchase another special tile.