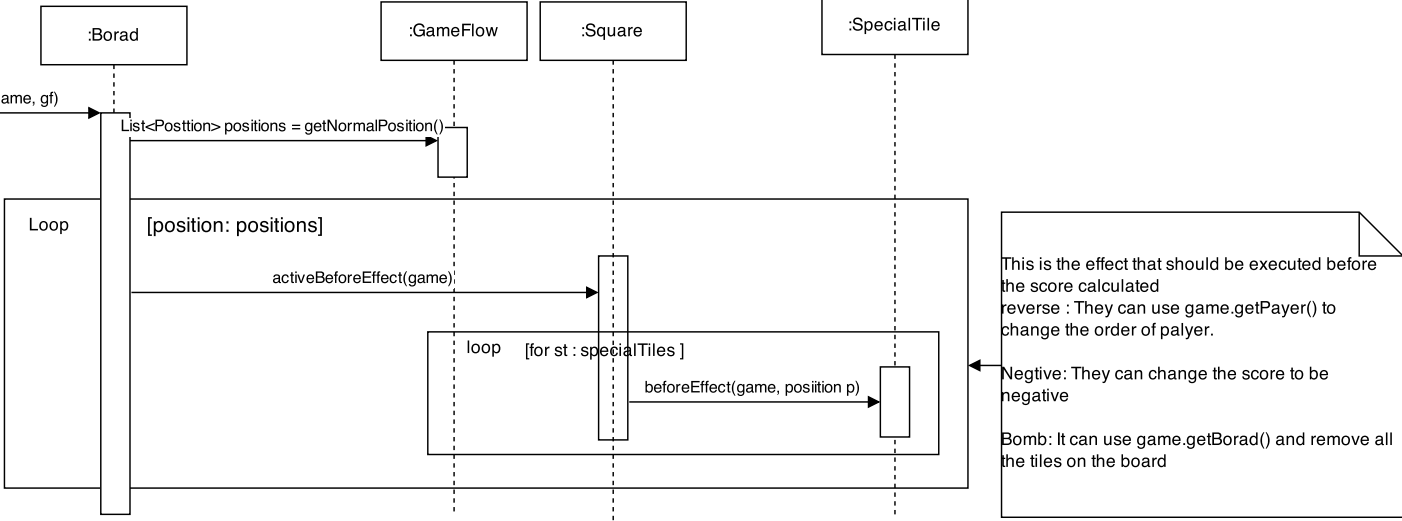
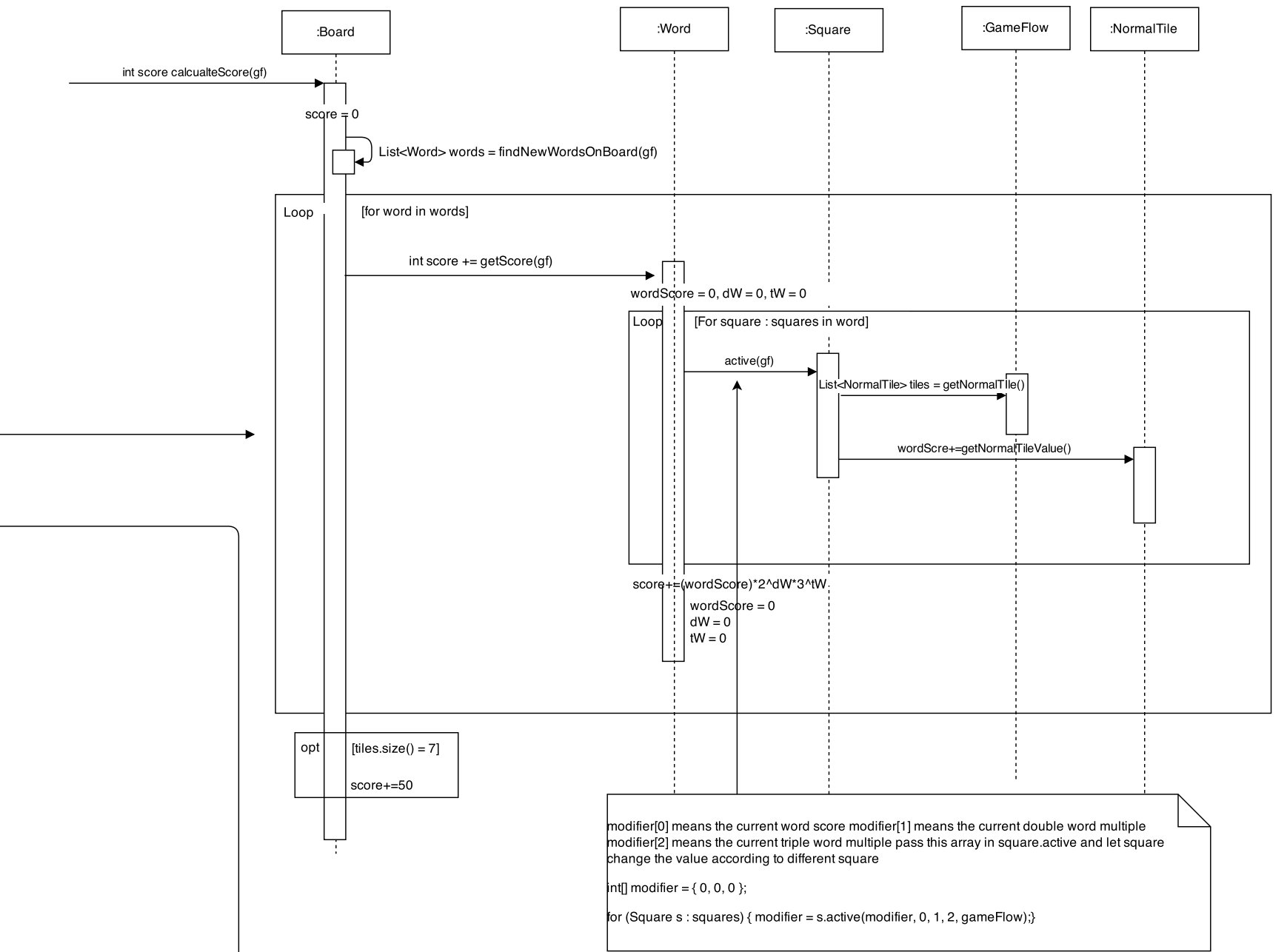


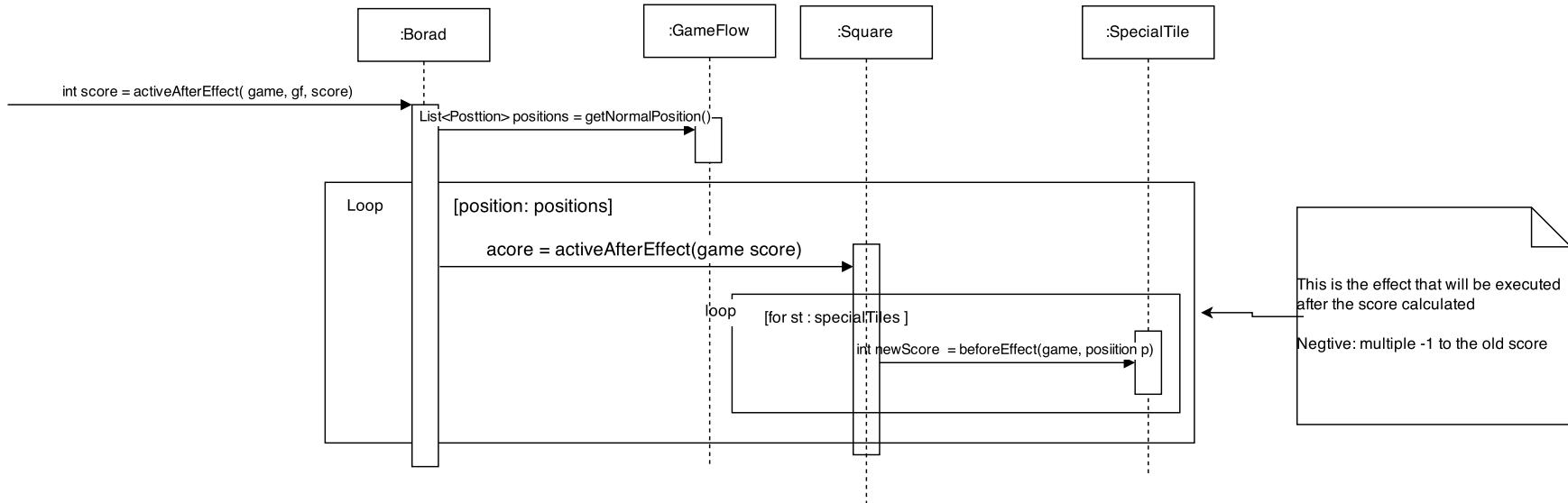
the diagram of activeFianlEffect is same with activeBeforeEffect. Except not calling `square.activeBeforeEffect`, but `square.activeFinalEffect`, not calling `specialTile.beforeEffect`, but `SpecialTile.finalEffect`.



This is the effect that should be executed before the score calculated
reverse : They can use `game.getPayer()` to change the order of palyer.
Negative: They can change the score to be negative
Bomb: It can use `game.getBorad()` and remove all the tiles on the board



modifier[0] means the current word score modifier[1] means the current double word multiple modifier[2] means the current triple word multiple pass this array in `square.active` and let square change the value according to different square
`int[] modifier = { 0, 0, 0 };`
`for (Square s : squares) { modifier = s.active(modifier, 0, 1, 2, gameFlow);}`



This is the effect that will be executed after the score calculated
Negative: multiple -1 to the old score