wordGame::RunGame +main(String[] args): void ROHAN SINGAMSETTY RONIL GOLDENWALLA ABDULLAHI SHIDANE ADEREMI AJIDAHUN wordGame::Play wordGame::TUI -startCell: String -controller: Controller -stdin: Scanner -dir: Direction -letterPositionsInRack: String +TUI(Controller controller): ctor +Play(String cell, String dir, String letterPositionsInRack): ctor -displayMenu(): void +cell(): String -getAndProcessUserOption(): void +dir(): Direction -getPlay(): Play +letterPositionsInRack(): String -header(): String +toString(): String -menu(): String -display(String info): void «enumerator» -unrecogniseCommandErrorMsg(String error): String wordGame::Direction +ACROSS: +DOWN: ~Direction(): ctor -Direction(java.lang.String, int): ctor «interface» +values() wordGame::Controller +valueOf(java.lang.String) +refillRack(): String +gameState(): String +play(Play play): String +calculateScore(Play play): String +checkValidity(Play play): String wordGame::Game -WordList: List<String> -gameBoard: char[][] -rack: char[] +Game(): ctor +refillRack(): String +gameState(): String +checkValidity(Play play, char[][] board): String +play(Play play, char[][] board): String +calculateScore(Play play): String +calculateScore(String gameWord): int