



GameGui: The main user interface class, which interacts with GameManager and manages BoardGui, RackBuilder, and ScoreBoard.

GameManager: The central controller of the game, managing most other components including GameBoard, Dictionary, ScoreMap, TileBag, Player, ComputerPlayer, and Rack.

GameBoard: Represents the game board, using Tile objects and interacting with Dictionary for word validation.

Player and ComputerPlayer: Represent the human and AI players respectively. ComputerPlayer uses ScrabbleMoveGenerator for move decisions.

Rack: Represents a player's tile rack, used by both Player and ComputerPlayer.

TileBag: Manages the pool of available tiles, extending TileList.

Dictionary: Uses a Trie data structure for efficient word lookups.

ScoreMap: Manages the scoring system for tiles and words.

ScrabbleMoveGenerator: Used by ComputerPlayer to generate moves, interacting with GameBoard and Dictionary.

ScoreChecker and Solver: Utility classes for checking scores and solving board states, interacting with GameBoard, Dictionary, and ScoreMap.

BoardGui, RackBuilder, and ScoreBoard: UI components managed by GameGui for displaying the game state.

< More Documentation in the README.md >