Fix problem with final scores – winning score is listed twice under some circumstances (critical)

Code sometimes hangs when a player gets several extra turns in a row (critical)

If player has several colors that are tied for last, allow player to trade if none of those colors is included in their tiles (nice to have)

Create more and better computer strategies (nice to have)

Once there are more computer strategies, allow a special option for a computer player that chooses randomly between them (nice to have)

When the player has fewer than six tiles and opts to trade, should replace with the same number of tiles, not draw all the way to six (important)

According to comments inGameBoard.java, something with the score breaks when P4 is a human and P1 is a computer (unknown importance)

Sometimes clicks don’t seem to register properly (soft issue) (nice to have)