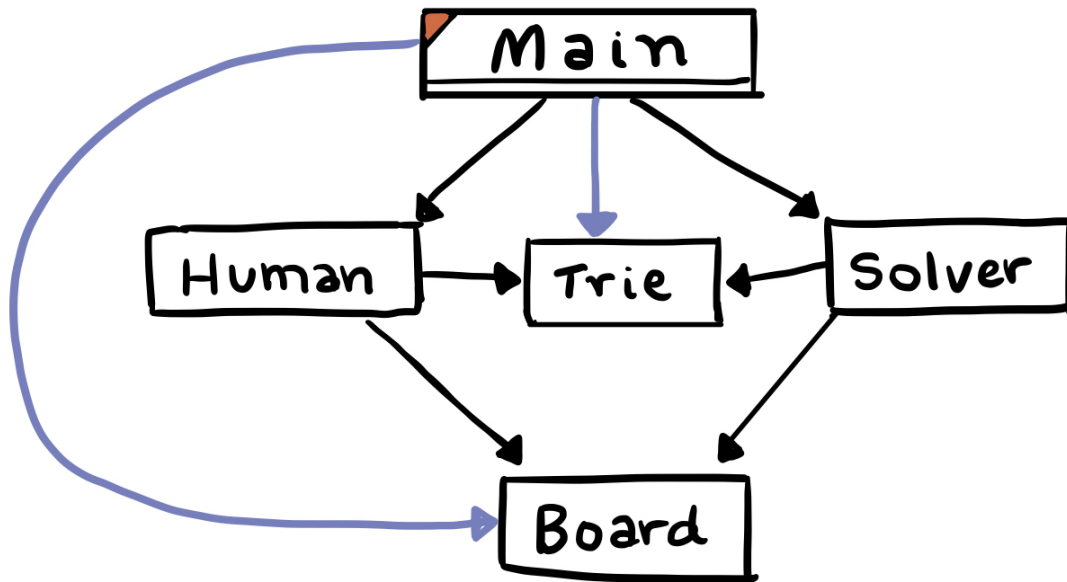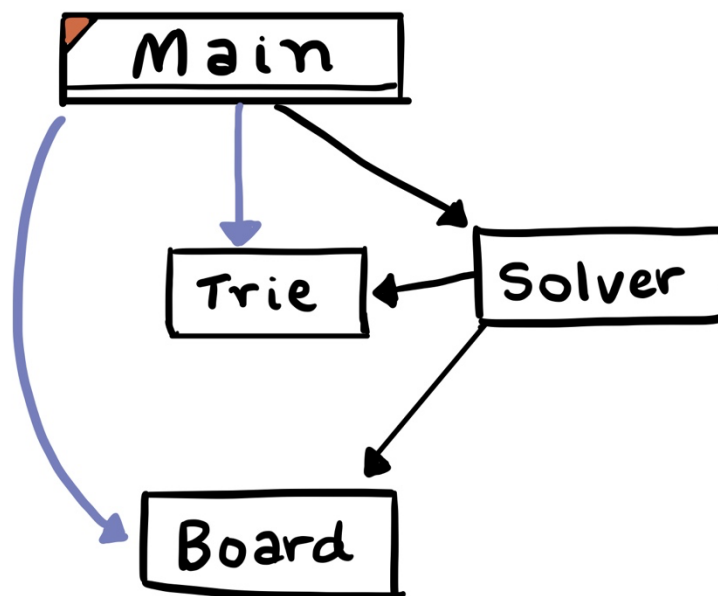# Proposed Design

Scrabble Game:

Solver:

Classes

Main

Alternate turns between players & ends the game, declaring winner.

Trie

Reads in dictionary and builds trie data structure

Board

Holds square objects with multiplier information, stores tiles placed on board.

Tiles

Holds letter value, point value

Player

Ability to play word, check word validity, return tiles to rack if invalid. Keeps track of overall score and current word score.

Computer/Solver

Plays word with highest possible score total using recursive backtracking.