



playButtonPressed is a button to let the user press when he/she finishes placing tiles and wants to check valid and terminate the round.

move() is a method that is not visible or returned to the player. It may trigger the evaluation of special tiles, compute points and adjust scores, trigger the next round of game. The returned values are new score of the player, complemented tiles (to seven), and if the round is over.

Inside nextPlayer() method, game would set next player's turn to true, reset each button state to false, set newWords and currentSquares and wordSquares to empty list, set currentScore to 0. current player's turn is already set to false.

retreat() would also reset the attributes. Eg, set button to false.

move() method is triggered when isValid() is true. Two methods are called by the player instance after the player presses play button. So I do not write move() method here.

if the player's word rack is empty after complementing tile, the game is over. Or countPass reaches number of players.

swapTiles() method should consider if the bag has less than wanted number of tiles.