challenge - Sequence Diagram

challenge

| : Scrabble | : Player(Challenged) | : Player(Challenger) | : Board | : Tile | : Dictionary | : Inventory |

challenge()

lastMove(Player)

getTiles(Move)

loop(hasWordsIn AdjacentLine())

getWord(Set<Tile>)

Word and score

checkValidation(String)

String validation

opt

[String Validation]

Validation

updateScore(-10)

Challenge Validation

removeTiles(s)

[else]

getScore(Set<Tile>)

Score

updateScore(-Score)

updateTiles(Move)

Updated Tiles

Challenge Validation

Challenge Validation

Loop Note

From the last move of the last player, we will check every word line horizontally and vertically where each letter is located in the same way, and update tiles and scores correspondingly.