SpecialTile

name

*

1

Shop

specialTiles

1

Location

coordinateX
coordinateY

0..1

tile move depends
on location

1

NormalTile

value
character

* move depends
on location

*

has many words

1

Move

Score
Location
words
tile
wordTimes
tileTimes
coordinate
sAdjacent
rowOrCol
loc

*

has moves

0..1

*

move gives
words

*

*

consist of

*

*

*

Word

startX
startY
endX
endY

give a move

1

Dictionary

WordSet

1

1

Player

rack
name
score
shop

2..4

*

Rack

tiles
emptyNum

1

1

owns a Rack

1

1

rack consists
of tile

has a Dictionary

1

1

has players

1

Bag

Tile

1

tiles store
in bag

has a Bag

1

Game

Board
Bag
Players
Turn
Dictionary
move
moveNum

1

1

1

1

1

Square

tile
specialTile
empty: boolean
wordTimes
tileTimes

1

tiles put
into square

Board

Square

1

1

15*15

has 15*15 Squares

1

has a Board

it is a domain model, a UML class diagram. It provides a structural
view of vocabulary and key concepts of the Scrabble game.