

## Discussion

1. I didn't actually add the tile to the board and remove the tile from the rack, when user select tile to board. But now, I actually did them. If the word is invalid or the user press pass, the rack and the board will be recovered.
2. I add the observer into Game when I implement milestone C. which is very important to connect the GUI to the core. The GUI should change after the core parts change.
3. Enlarge the rack no matter in GUI or CORE. And the special rack, which is for storing special tiles, should be separated as a rack in GUI and in Player. Because the Special tiles can also be stolen.
4. The unnecessary abstract class is removed.