

Response

1. For the problem of the special tile. In my implement I search the special tile map in the game and if there are special tiles , special tiles will take action and pass the game as an argument. Then in the action of special tiles, it can get access to board ,squares and tiles.
2. Use the field turn and linkedlist players to represent the players 's reverse.
3. I enumerate the premium square instead of separating them.
4. After the score is calculating, the game will get current player, then current player addScore(score) to the players. When negative tiles is activated, the action of this tile will use deductScore(score) of player
5. Instead of make move, I use confirm method, when the game is confirmed. And also the board and other parameter will pass to move in the constructor.
6. The words are constructed in Board then return to move.