Milestone A Response

Chao Li (ID: chaol1)

By reading the feedback from instructors, I got a lot of inspirations about the design of this assignment. Last week, I revised my design according to the suggestions of the instructor. I mainly revised the following part:

1. For the domain model, I deleted the specific types of special tiles and only kept the abstract domain of Special Tile, which complies to the level of abstraction.
2. For my own Special tile, I added a description for this tile which is named README.md, I have pushed it to my repository.
3. For the player's buySpecialTile method, I added an argument called index, which will tell the program which special Tile the player wants to buy.
4. I also updated the relationship between Board, Board-Referee and the Game, now it is more understandable. Basically, board only contains a 2-demension array called BoardContent[][]. And Board-Referee holds this Board and regulate the operation of the players. And the game is like the president, it will operate the board-Referee and control the game overall.
5. I added a method for TileBag called recycleTiles, now player can exchange tiles with tileBag.
6. For the move validate sequence, I added checkDirection method , which will use the new Locations the player gives to check if they are aligned and if there are some spots between these locations. This method will return 0 for vertical line, and 1 for horizontal line. In addition, checkNeighbors() method will check if there are at least one tile is adjacent to the tiles already on board;

Answers for Questions:

1. The instructor asked me `Board-Referee` does not have a reference to `Board`, so how does it return new words formed?
   Actually, my Board-Referee holds the same board when it is constructed. So it does have the reference to the board. So once the new words are validated, the board-referee will update the board;
2. Is `speciaiView` the same meaning as `applySpecialEffect`?
   Yes, It is. And to make it convenient, I have updated the method name into applySpecialEffect();
3. Since `Player` does not have reference to `TileBag`, how does it draw tiles?
   This is my mistake. I have pass the TileBag as a parameter of the player's method called AddTiles(TileBag bag);

Besides the suggestions by the instructor, I also some other changes to my object model and sequence when I was programming, I have pushed it into my repository, please check it out and give me more suggestions and advice.