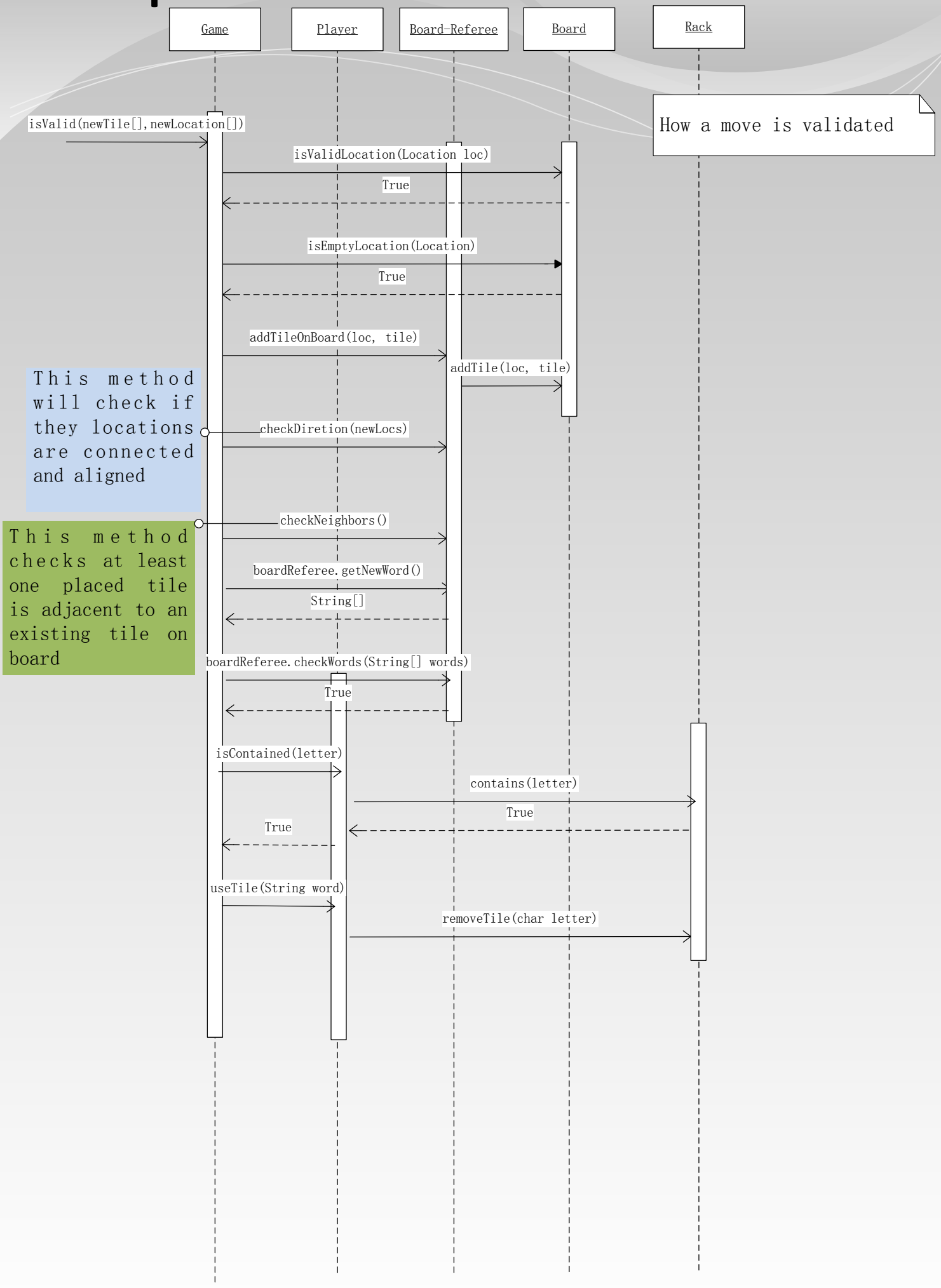
Sequence1


Game
Player
Board-Referee
Board
Rack
How a move is validated
isValid(newTile[],newLocation[])
isValidLocation(Location loc)
True
isEmptyLocation(Location)
True
addTileOnBoard(loc, tile)
addTile(loc, tile)
This method will check if they locations are connected and aligned
checkDiretion(newLocs)
checkNeighbors()
This method checks at least one placed tile is adjacent to an existing tile on board
boardReferee.getNewWord()
String[]
boardReferee.checkWords(String[] words)
True
isContained(letter)
contains(letter)
True
True
useTile(String word)
removeTile(char letter)