Object model

Square
-wordMultiplier : int
-letterMultiplier : int
-tile : LetterTile

Board
-board: Square [ ]
+returnTiles()
+getActivatedSquare()
+getSquareValues()

Shop
+Bag: List<SpecialTiles>

LetterTile
- pointValue : int
- letter : char

BagOfTiles
+ List<LetterTile>

ScrabbleGame
- numOfPlayers: int
- turn: Player
- tilesPlace: List<letterTiles>
-possibilities: List<letterTiles>
+ create(numOfPlayers)
+changeTurn()
+playerLosesTurn(Player)
+challenge()
+createClone(Board)
+isValidMove()
+goBackPrevInstance()
+passTurn()
+exchangeTiles()
+isWord()
+getScore()
+checkWordsinAllDir()
+addScore()
+setNewBoard()

<<interface>>
SpecialTile
+apply()

NegativePointsTile
+apply()

BoomTile
+apply()

UnknownTile
+apply()

ExtraTurnTile
+apply()

ReversePlayerTile
+apply()

Player
- score : int
- bagOfSpecials :
List<SpecialTile>
-rack : List<LetterTile>
+getTiles()
+placeTiles()