**Features implemented**
- User can restart the game: this was done using restart_game(). It just refreshes the page and as a result, everything about the game is reset.
- Bag of tiles is kept track of: In my random_tiles() function I ensure that the tiles drawn out to the rack are still available, therefore it upholds the letter distribution defined in the associative array.

**Partially implemented**
- Drag and Drop: I have the seemingly right code for this to work but it hasn't been working so far. I've tried going through the checklist in this stack overflow answer to figure it out but it hasn't worked out so far. The code right is only for the first slot of the game board as i wanted to simplify the debugging process.
  - https://stackoverflow.com/questions/7159118/jquery-ui-draggable-function-is-not-working
- Submit word and Clear Board: Both of these have some basic foundation set up through the general set up/structure and js for the game but their functionality have not been implemented yet. These are handled by printing an error statement for the user for now.
- Update current word, current word score, remaining tiles, game score: Since I didn't figure out the drag and drop issue, I was unable to work on these. Like above however, the groundwork to complete these tasks are laid down and are reflected in a couple comments I've left/structures I've added to the code.

**Not implemented**
These are things that I wanted to get to but couldn't; basically, implement checks to follow the rules I added on the site.
- Asking the user for a letter to fil in the blank tiles
- Ensuring that at least two letters are used in a word submit
- Checking that the word submitted is in the dictionary using jQuery Validation plug in