```javascript
 1  class Die {
 2      // letters = array of strings of letters on this die
 3      constructor(letters) {
 4          this.allLetters = letters;
 5          this.currentLetter = letters[0]
 6      }
 7
 8      reroll() {
 9          const randomIndex = Math.floor(Math.random() * this.allLetters.length)
10          this.currentLetter = this.allLetters[randomIndex];
11      }
12  }
13
14  class Board {
15      constructor() {
16          this.dice = [];
17          for(let i = 0; i < 9; i++) {
18              this.dice.push( new Die(["A", "R", "C", "D", "E", "N"]) ) // all dice will have
    the same sides
19          }
20      }
21
22      shuffle() {
23          // shuffle die locations in array
24          this.dice.sort(() => (Math.random() > 0.5) ? 1 : -1)
25          // reroll each die
26          for(const die of this.dice) {
27              die.reroll();
28          }
29      }
30  }
31
32  class Game {
33      constructor() {
34          this.board = new Board();
35      }
36
37      start() {
38          this.board.shuffle()
39
40      }
41  }
42
43  const game = new Game();
44  game.start();
```