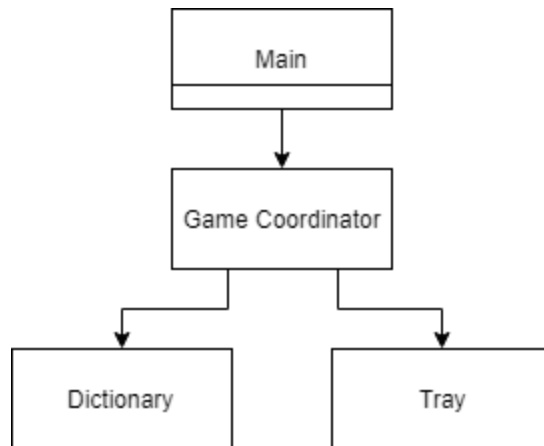


Boggle Version 3 Design Diagram
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This version allows the player to play a full game of Boggle, with the additional feature of being able to select tiles with the mouse. It displays a tray of letters and the user can input words into a list through mouse clicks or through a text input field.

- Main creates a new GameCoordinator object and calls run() on it
- The Game Coordinator is a GameCoordinator object, which sets up the game and a GUI. The GUI has a border layout, with the tray in the center and the user inputs and controls on the left.
- The left panel of this layout contains:
 - Labels displaying the score and total score
 - The list of words the player has guessed
 - A text field to input new words
 - Buttons to add to the list from the text field, submit the list of words, or start a new game
 - A timer which counts down from 180 seconds
- The Tray is a Tray object which holds a 2D array of Tiles, each with a letter it is set to display. The Tray has a contains() method which can check if a particular string is on the Tray.
 - Tile is a nested class inside of tray, which represents a particular tile on the tray. On a left mouse click, the tile is 'selected' meaning it changes color, and its letter is added to a wordAttempt String in the Tray.
- The Dictionary is a Dictionary object which can check a dictionary.txt file to see if a particular string is in it.