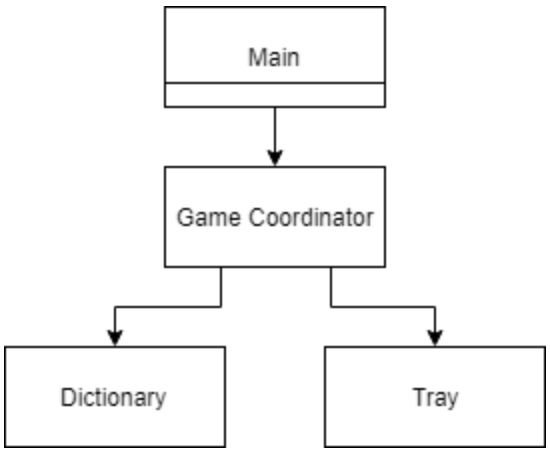
Boggle Version 3 Design Diagram
Luke Gehman



This version allows the player to play a full game of Boggle. It displays a tray of letters and the user can input words into a list and eventually check them against the contents of the board and tray to gain in score.

-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.
-The Dictionary is a Dictionary object which can check a dictionary.txt file to see if a particular string is in it.