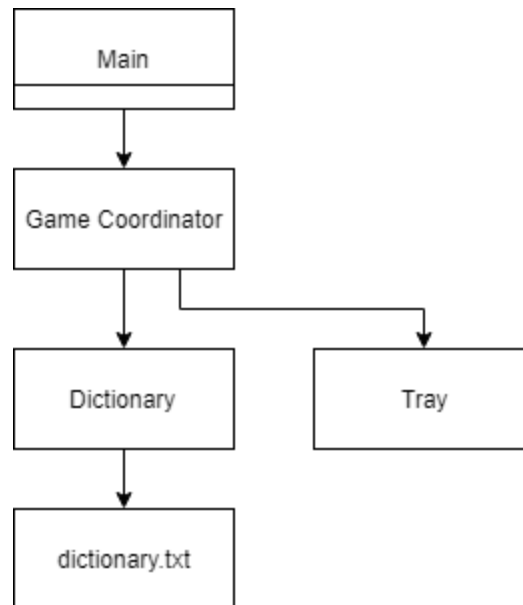


Boggle Version 2 Design Diagram
Luke Gehman



This version generates and displays a tray of letters, and the user can type a word and check if it's valid (both on the tray and in the dictionary).

- 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 a text field on the right, the tray in the center, and a "check" button and label on the left.

- 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.