Workings of Score Functionality (As of: 29 September 2:10pm)

Score Class
Takes in **Player**, and **X and Y Coordinate of Placed Tile** as ints

```
Score::Score(Player player, int placedX, int placedY)
```

-> Get the grid using *player.getGrid()*
-> Reset round Score

Add Scoring
For each Direction (Direction is an enum) // Checks around the placed
piece clockwise (Up, right, down, left)

    ->Set **current**(x,y) as the (x,y) of the tile we just **placed that round**
    ->Set **next**(x,y) as current + appropriate x, y increment depending on direction
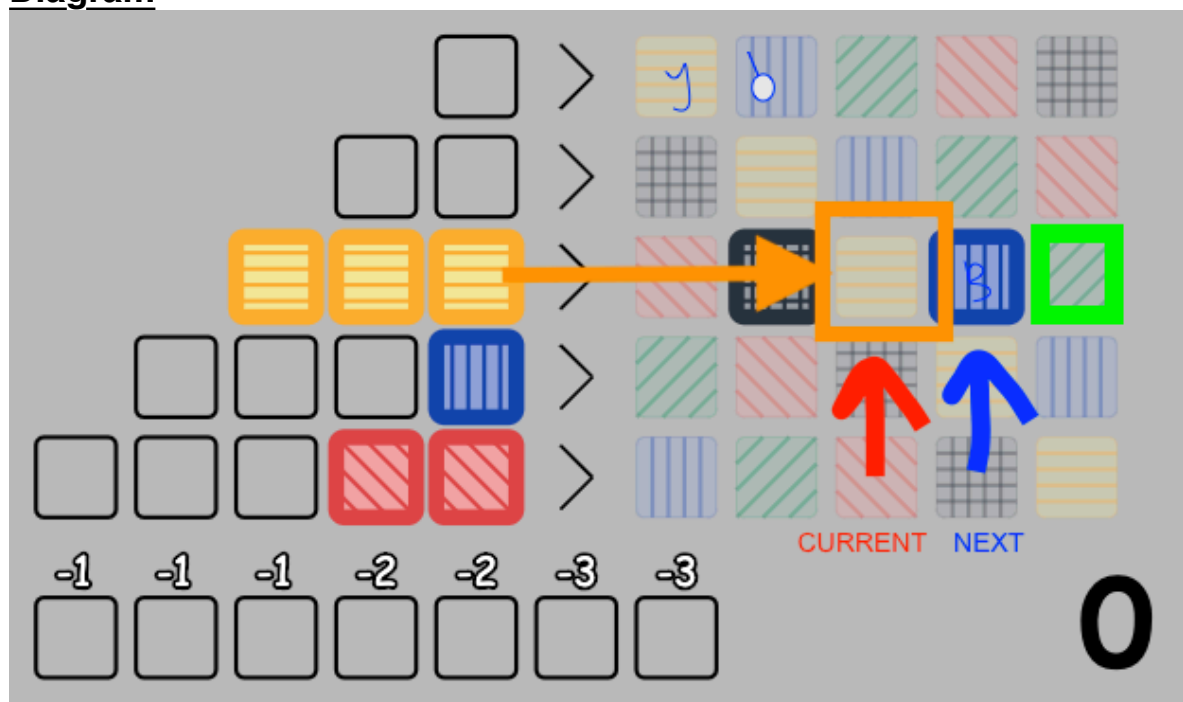
    ->Set next**Char** as the grid[nextX][nextY].getName()

    -> **While** next**Char** is a capital
        -> Increase Score

        -> Update current and next position
        -> Update next**Char** so that we can continue the loop if there are more
blocks in that direction, or stop looking if there are not

Diagram

*(**All Placed** = Capitals, **Non-Placed** = Lowercase)*