

The GUI interacts with the Game

When a player puts a tile on the board from their hand the gui will know what location on the screen it clicked and that will translate to an

submitMove calls processWord in Board and adds each word returned to the currentMove. if a Word is not valid in the dictionary then the move isn't submitted and the list of words

Process move will have two cases one where the start and end row are the same (horizontal word) and one case were the start and end column

Modifiers get inactivated after the

