

Player

- name
- totalScore
- game
- scrabbleBoard
- tileBag
- scrabbleServer
- clientServer
- hand of tiles
- play word
- pass turn
- draw new hand
- swap tiles
- shuffle tiles in hand
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- Game class
- Tile class
- ScrabbleBoard class
- Hand class
- TileBag class
- ScrabbleServer class
- ScrabbleClient class
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Tile

- get letter value
- get score value
- Word class
- Hand class

ScrabbleBoard (the View)

- display scores of all players
 - display specific player's hand
 - have “play word” button to submit word
 - have “skip turn” button to skip turn
 - have “swap tiles” button to swap tiles for new tiles
 - display how many tiles are left in the bag
- Tile class
 - Word class
 - Player class
 - GameManager (Controller)
 - tileBag class

Word

- dictionary
 - tiles in the wrod
 - word (String)
 - game
 - check validity of submitted word
 - check validity of other new words
 - find boundaries of word to be scored
 - holds an array of tiles placed
- Tile class
 - Player class
 - ScrabbleBoard
 - ScrabbleDictionary class

TileBag

- array of set number of Tile objects
 - remove tile (player draws)
 - add tile (player switches tiles)
- Tile class
 - Player class
 - Game class

Hand

- tiles in hand
 - holds an array of seven tiles
 - add tiles to hand
 - remove tiles from hand
 - swap tiles
 - shuffle tiles
 - rearrange tiles (GUI)
- Player class
 - Tile class
 - Game class

HandView

- array of JLabel tiles
 - converts Hand object to HandView object
 - converts array list of tiles to array of JLabels representing the tiles
 - setJLabelHand
 - drawTile (drawing new JLabels)
 - sets corresponding tile image to the JLabel
- Board
 - Hand