

BoggleGame

... (not relavent)

- gameStats: BoggleStats

humanMove: void

+ hintWord: String

+ initRound: String

+ humanMoveOnce

+scoreMultiplier(time): void

BoggleStats

... (not relavent to time rush)

pScoreTotal:f int

pScore

playerWords: Set<String>

- round: int

- pAverageWords: double

- addWord: void

+ endRound: void





