Round

-Board:Arraylist
-Score:Int

+playGame()
+viewStats()
+adjustSetting(time, size, weight)
+rerollBoard()
+exit()
+endGame()

Game

-round: Round

+playGame()
+viewStats()
+adjustSetting(time, size, weight)

Board

-size:Int
-weight:Int

+checkWord(Word):Boolean
+calculateScore():Int

Score Statistics

-finalScore:Int
-timesReset:Int
-nbrWordsEntered:Int

+getScoreDetails():Array

Statistics

+statType:String

-getStatType(statType):void

Word Statistics

-wordFreq: List

Timer

-time:Datetime

+timeCountdown(time):void

Letter

direction:Direction

+checkUnique():boolean

Direction <Enumeration>

+checkHorizontal(): boolean
+checkVertical(): boolean
+checkDiagonal(): boolean

Word

+checkTwoletters():Boolean
+checkUnique():Boolean

uses
receives score
construct
uses
construct