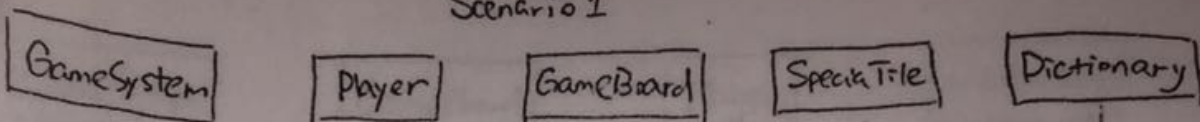


Changed to playLetterTiles(Map<Integer,LetterTile> letterTiles)

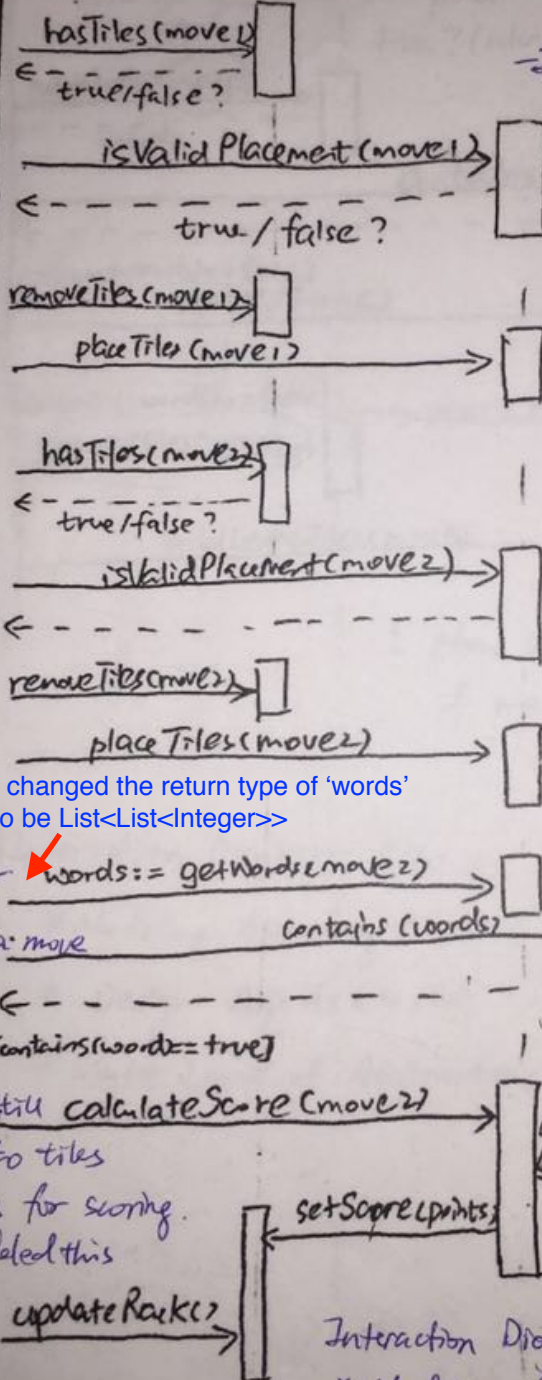
Scenario 1



I included the Square class and its method calls in the updated interaction diagram

playMove
(move1, move2)

the signature of the function is inconsistent with your object model



-2. It's not clear how you check the physical validity of a move.

You should check:

- all letters are in the ~~same~~ row/col
- all tiles are on empty squares
- at least one ^{letter} tile is placed next to a pre-existing letter tile on the board.

To do these, you might want to call some methods from the 'Square' class. Please show them in the diagram.

I deleted this part and included the Dictionary class in the interaction_challenge diagram.

-2 It's not necessary to check the Dictionary, when making a move.

challenge (challenge)

-1. The mechanism to get words for must return some abstraction of words that allows access to tiles and locations for scoring. Now you modeled this as a list of strings.

-2. It's unclear how you apply tile modifiers to scoring of letters or word modifiers to scoring of words.

Interaction Diagram (9/16)

* Modeling Accuracy (1/1)

* Design Aspects (3/4)

* Right Level of Abstraction (4/2)

I included the Square class and its method calls in the updated interaction diagrams to address this issue