

**Bold = class**

**GUI:**

- Set scene and stage

**Square:**

- Class for each space in MiniArray

**SquareGraphics:**

- Class for adding graphics onto the square
- Either an X or O (depends on PlayerStatus)
- Overrides board picture with X/O when place is chosen

**Board:**

- Makes array of squares

**BoardGraphics:**

- Actually initializes the square graphics onto array

**PlayerStatus:**

- Determines whose turn it is
- Display whose turn it is

**Buttons:**

- Two buttons binded to end of game, yes(play again) and no(close the game)

**Graphics.css:**

- File that allows URL images to be used
- Includes X and O image, and colors for the SquareGraphics