



class Tile
 {
 + Piece: piece
 + occupied: bool
 }
 Tile[15,15]
 Piece[15,15]
 class Piece
 {
 + enum
 }
 Piece[15,15]

int[] = {1,2,3}
 Piece[] = {new Piece(1), new Piece(2), new Piece(3)}
 Piece[1,1]

class Tile
 {
 + Bonus: enum
 + Piece: Piece
 + isOccupied: bool
 }
 Game Controller
 {
 + Tile[15,15]
 }

