**Design Decision Made**

**Milestone 3**

By: Jay McCracken 101066860

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| **Design Decision** | **Why it Was Made** |
| Creation of solver class | To keep it separate from the rest of the code to be called on when needed. |
| Undo and redo | Created in the Game class.  Undo and Redo are both created as stacks of type move. This way it stores all the move that are made in FILO so you are able to grab the last move made as it will be at the top of the stack. The undo stack stores all the moves made by the user, and redo stores all the moves undone by the function undomove(). |
| trySwapPiece() | We broke this method up, and created 3 new methods, assigning each method with 1 task, this way we can have better cohesion. |
| Using Breadth search | We are using breadth search as it allows use to find the shortest path to the solution |