GameBoard

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Coupled to | Coupled by (Level) | | | | | Level |
| Tile | Tile (data) |  |  |  |  | data |
| TileModel | TileModel (data) | setBlank (data) | getNumber (data) |  |  | data |
| TileQueue | TileQueue (data) | movesLeft (data) | getQueue (data) | resetQueue (data) |  | data |
| TopScoreList | getTopScoreList (data) | checkScore(data) |  |  |  | data |
| PreGameScreen | PreGameScreen (data) |  |  |  |  | data |