

GameWindow

+serialVersionUID: long

-startAt: int

+lbutton: JButton +rbutton: JButton +mbutton: JButton

+GameWindow(s: string)

+ActionPerformed(e: ActionEvent): void

+SetUp(): void

+addButtons(): JPanel

To Do in Program1: Update Main: Caleb

Create Gameboard, piece spots, and side panels: Buck

Initialize buttons and get exit button to work: Chester, Jason

Create UML: Ally

Main

+main(args[] : String): void



Win Checker

-MasterKey: int

+CheckSpot(): bool

+CheckOrientation(): bool

Pieces

+PiecesBag: string

+getPieces()

+randomizer()