Breakdown of the current bug to help me think through it:

Currently nurikabe finish room case rule validates when initially applied as it should. However when the puzzle is saved and then reopened it is presented as invalid now.

Components in this issue:

* Node Tree
* Importer
* Exporter
* FinishRoomCaseRule
* CaseRule
* NurikabeImporter
* NurikabeExporter

There is also a high likely hood that I am not aware of all the classes that are used to validate during an import so this list will have to be extensible.

The issue could be directly in the FinishRoomCaseRule as this issue does not occur with other case rules in other puzzles.

Should test again to make sure the other case rule in nurikabe does not have the same issue although I believe I checked that.

List of classes missing Javadoc comments.

* Nurikabe
  + BlackOrWhiteCaseRule
    - getCaseBoard