Sequence Diagram (Design senario)
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User	GUI	LevelCreator	Board	Piece

Enters design mode

Starts up the LevelCreator

Creates a default board

Update Board Panel

Game is now in Build mode

User clicks on a piece to add

getAvailableBoardSpots(Piece)

getAvailableSpots

Returns a set of AvailableSpots

Gui Highlights all the available spaces that the piece can go to

User clicks on a square to add the piece

placePiece(newPiece)

addPiece(p)

Update

Piece has been added

User saves the Board Design with a given filename

saveLevel(fileName)

Check if solution exists

saveBoard

Board design has been saved