**TigerZone UML Class Diagram**

| TileStack |
| --- |
| Tiles: Tile[] |
| shuffle()<br>getTile() |

| Game |
| --- |
| TileStack: TileStack<br>Player1 : Player<br>Player2: Player<br>Board: Board |

| Block |
| --- |
| Meeple: Meeple<br>connectingBlock: Block*<br>blockType: String |
| structureIsClosed() |

| Tile |
| --- |
| topFace: Face<br>bottomFace: Face<br>leftFace: Face<br>rightFace: Face<br>blockCenter: Block |

| Board |
| --- |
| tiles: vector<Tile> |
| availableMoves(Tile)<br>placeTile(Tile) |

| Player |
| --- |
| meeples: vector<Meeple><br>Score: Integer |

| Meeple |
| --- |
| Role: String |
| countPoints() |

| Face |
| --- |
| Block1: Block<br>Block2: Block<br>Block3: Block |