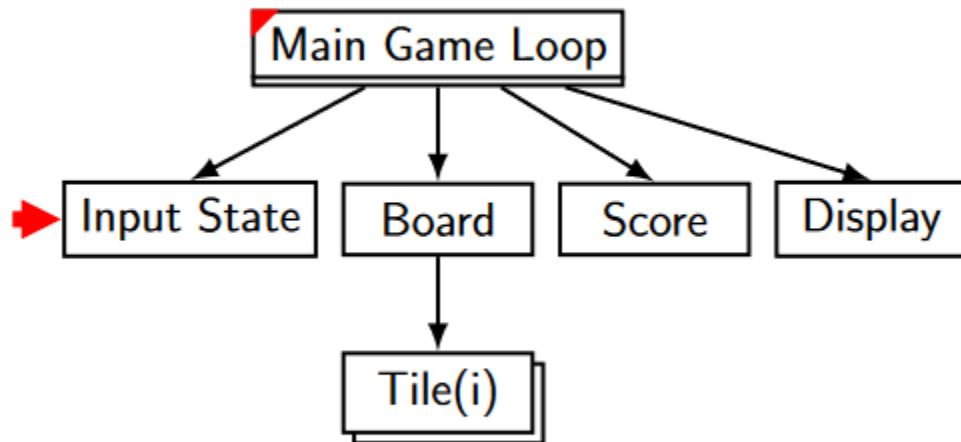


Proposed Design



➡ Trigger: update from mouse and/or keyboard

Description of Objects:

Main Game Loop:

- MainGameLoop calls and creates Board which creates tiles for itself.
- MainGameLoop starts loop by calling Display.
- When Input States are given, either tile/element values or text score values are modified as needed.