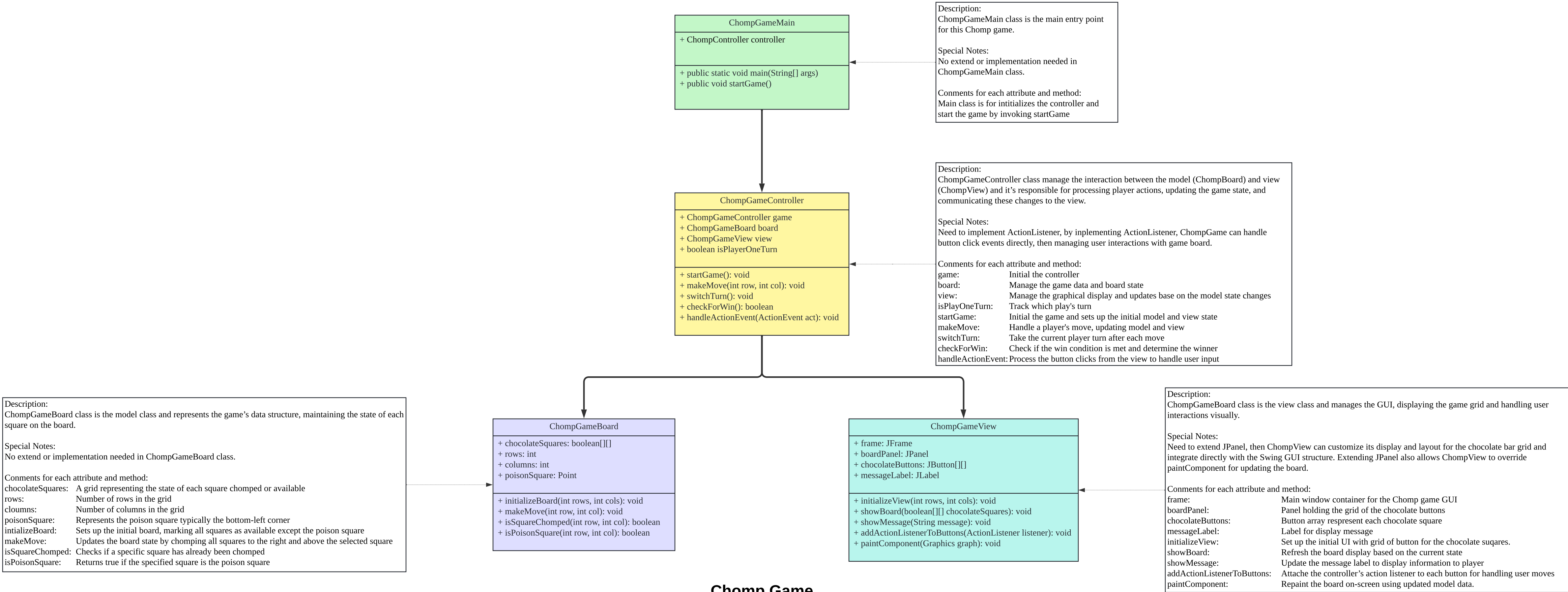
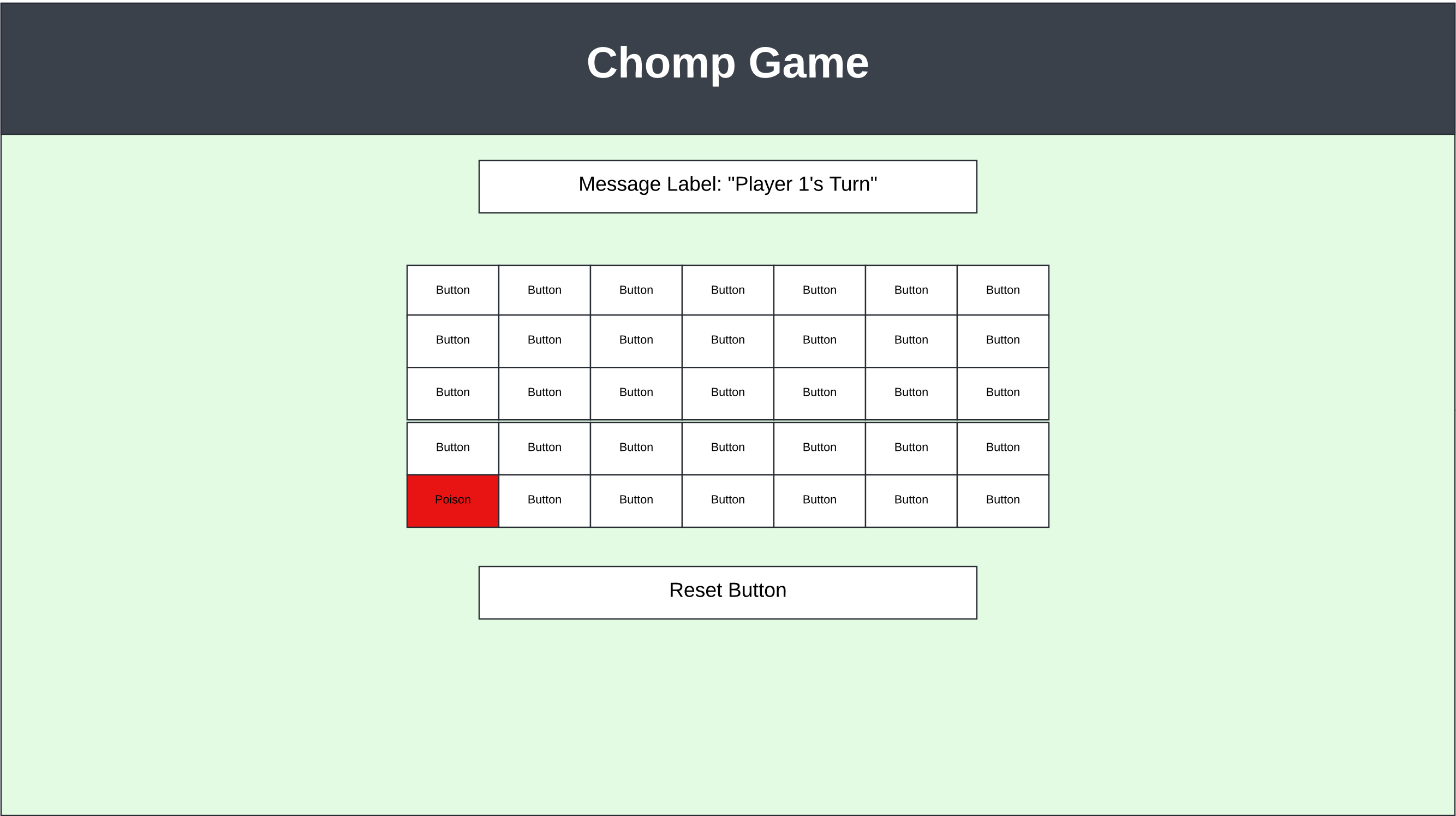


Chomp Game
Class Design Diagram



Chomp Game
GUI Wireframe Sketch



GUI Description:
The Chomp Game will have a main window with a simple, user friendly layout. The game board will be displayed as a grid of buttons represent chocolate squares. Above the board, there will be a message area to display the current player's turn or any end-of-game messages, such as a win notification etc. Below the board show provide more actions if possible, at least a reset option. The layout should be clean, with each button represent a square in the chocolate grid, and enough spacing so users can easily identify and click their choices.

Swing Components Implement:
The main window will use a JFrame container to hold all elements, with a BorderLayout to organize different parts. The board itself will be a JPanel using a GridLayout so the chocolate squares appear as an organized grid of JButtons. Each button in this grid will represent a square of chocolate that players can select. I'll also include a JLabel at the top of the window to show messages, like which player's turn it is or when someone wins the game. The JLabel text should update dynamically based on game events. An optional "Restart" button can be included below the grid to reset the game, making it easy for players to start over without closing the application. Each button will have an ActionListener attached to handle clicks, allowing the controller to update the game state and refresh the display accordingly.

GUI Wireframe Sketch:
Header with title
JLabel to display message
Game Board
Resiart button etc.