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| **Methods** | **Purpose** | **Parameters** |
| bool login(String username) | Allows the player to login to his account from the login UI. Returns true if successful. | **String username**: Contains the name of the user |
| bool startGame(bool layout, bool[] colors, bool[] shapes, int numShapes) | Applies settings chosen by the player, given through the UI. Returns true if settings are successful | **bool layout**: If this is true, use grid layout, else use diamond layout  **bool[] colors**: Colors are assigned a place in the array, true means they are available  **bool[] shapes**: Shapes are assigned a place in the array,  true means they are available  **int numShapes**: Contains the number of shapes that will be in the sequences |
| void play() | Game is initiated. | **None** |
| bool matchSequence(int[]chosen) | Checks players sequence to correct sequence. Returns true when successful. | **int[] chosen:** Contains an array of which objects were chosen that sequence, returns true if the sequence holds true |