**Four different UIs:**

Login Screen UI

Options UI

Game UI

Results UI

**Variables needed:**

String username //Player Object

ArrayList highscorelist //Game Object

bool layout //Game/Sequence Object?

bool[] colors //Game/Sequence Object?

bool[] shapes //Game/Sequence Object?

bool[] sizes //Game/Sequence Object?

int numShapes //Game/Sequence Object?

int numSequence //Game/Sequence Object?

//how many sequences were correct

int score //Game/Sequence Object?

**Methods Needed:**

bool login(String username) //Game/Sequence Object

bool startGame(Options opt) //Game/Sequence Object

//options may be replaces with (bool layout, bool[] colors, bool[] shape, bool[] sizes, int numShapes)

void play()//Game/Sequence Object

bool matchSequence(Sequence seq) //Game/Sequence Object?

//sequence may be replaced with (int[] chosen)