TwentyFourtyGame

Superclass: Game	
Subclasses: none	
Setting screen	GameScreen
Initialize handler of the assets	AssetHandler
Initialize handler of the buttons	ButtonHandler
Initialize scores from preferences	PreferenceHandler
Disposing of the screen	GameScreen
Disposing of the handler of assets	AssetHandler
Disposing of the game	Game

GameScreen

Superclass: Screen	
Subclasses: none	
Creating world	GameWorld
Setting up the input processor	InputHandler
Setting up the renderer	GameRenderer
Manipulating the screen	Screen
Pause the game	Button, ProgressHandler

GameWorld

Superclass: none	
Subclasses: none	
Load saved game	ProgressHandler
Creating new game	AnimatedGrid
Handling the state of the gam	GameState
Handling the highscore	
Handling the highest tile	
Handling the current score	

TileHandler

Superclass: none	
Subclasses: none	
Determine if a neighbour is free	
Move all the tiles in one direction	Tile
Merge the tiles which have the same value	Tile

Grid

Superclass: none	
Subclasses: AnimatedGrid	
Initialize the grid with two random tiles	Tile
Setting the tiles in the grid	Tile
Handling the moving of each tile	TileHandler
Checking if there is a move left	

InputHandler

Superclass: InputProcessor	
Subclasses: none	
Detects key pressed	
Gives the direction of the key	Grid