Game -board: list[list[int]] -score: int -difficulty: str +__init__(difficulty: str) +start_game() +move_up() +move_down() +move_left() +move_right() +get_score() GameAlgorithm UI -game: Game -game: Game +__init__(game: Game) +__init__(game: Game) +display_board() +generate_tile() +display_score() +check_game_over() +handle_events() +update_score()