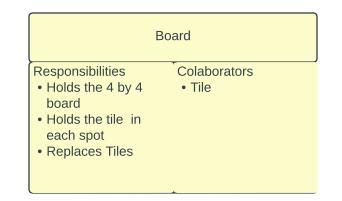
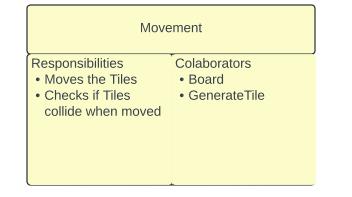
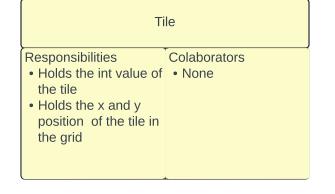
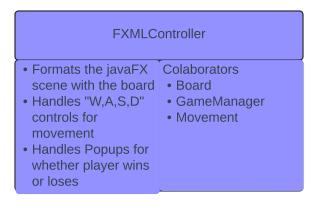
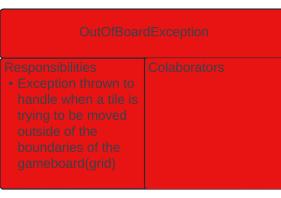
## Responsibilities • Exception thrown to handle when a tile is being added to the gameboard(grid) which is alrady full of tiles

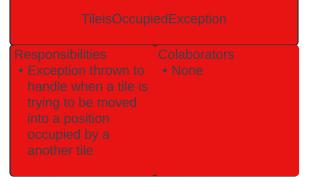


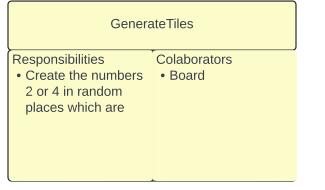


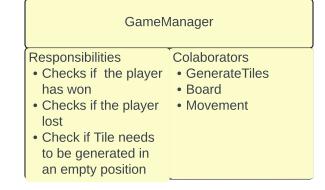












Responsibilities

• Sets the scene to
2048.fxml

• Loads the controller