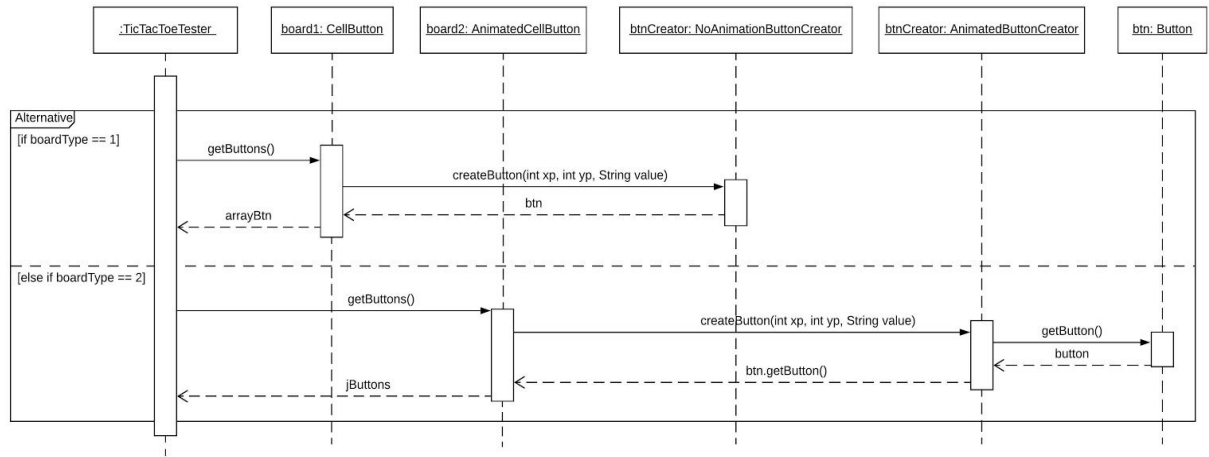
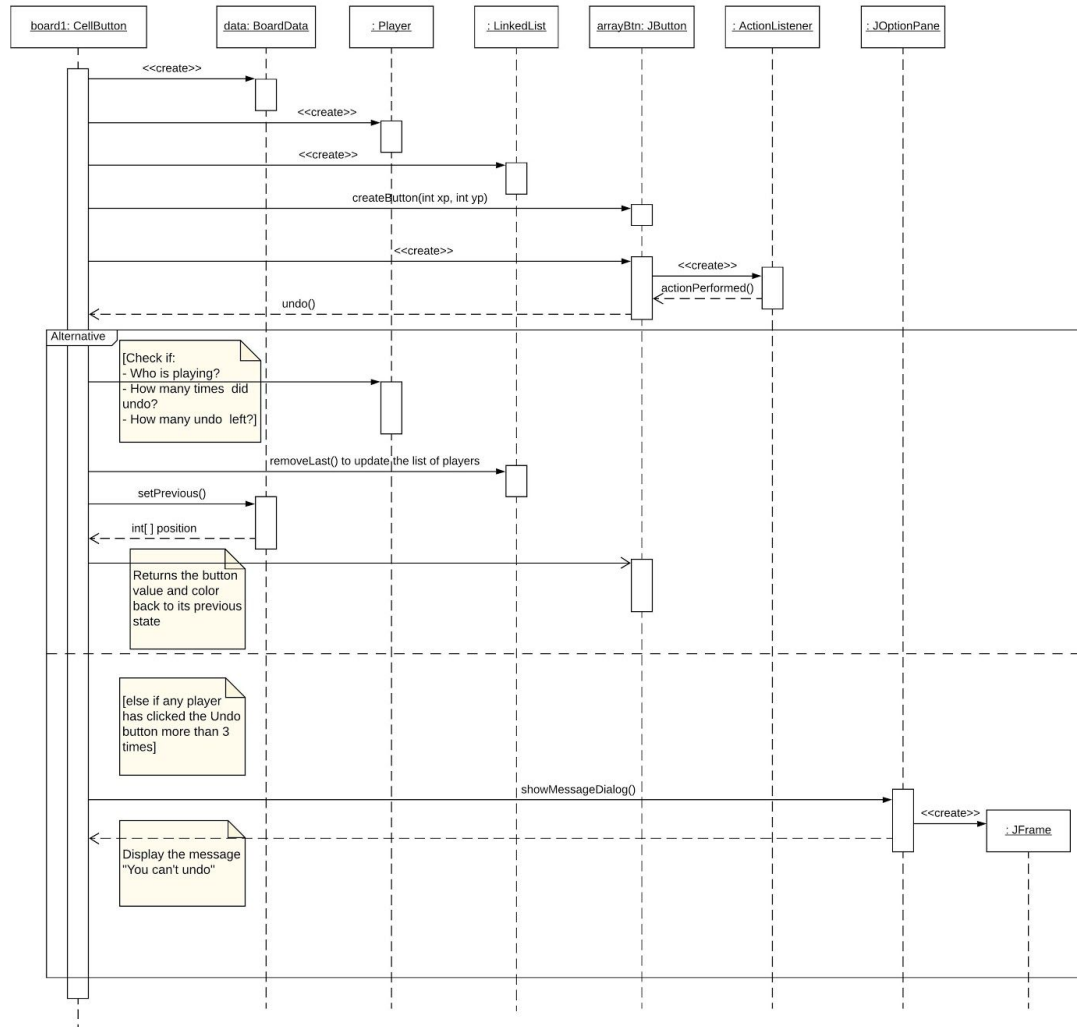


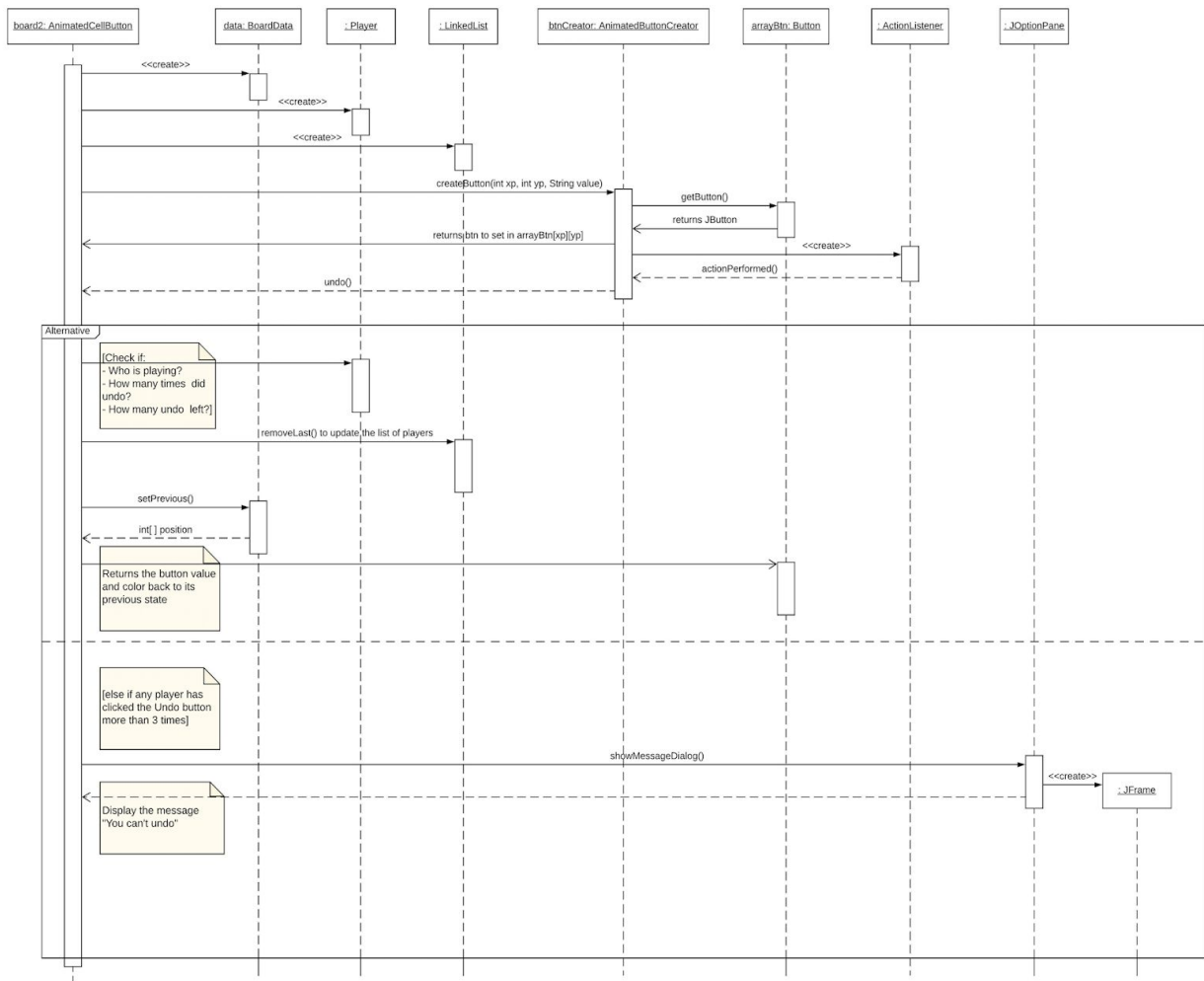
Use case 1: When the player clicks one of the Style buttons



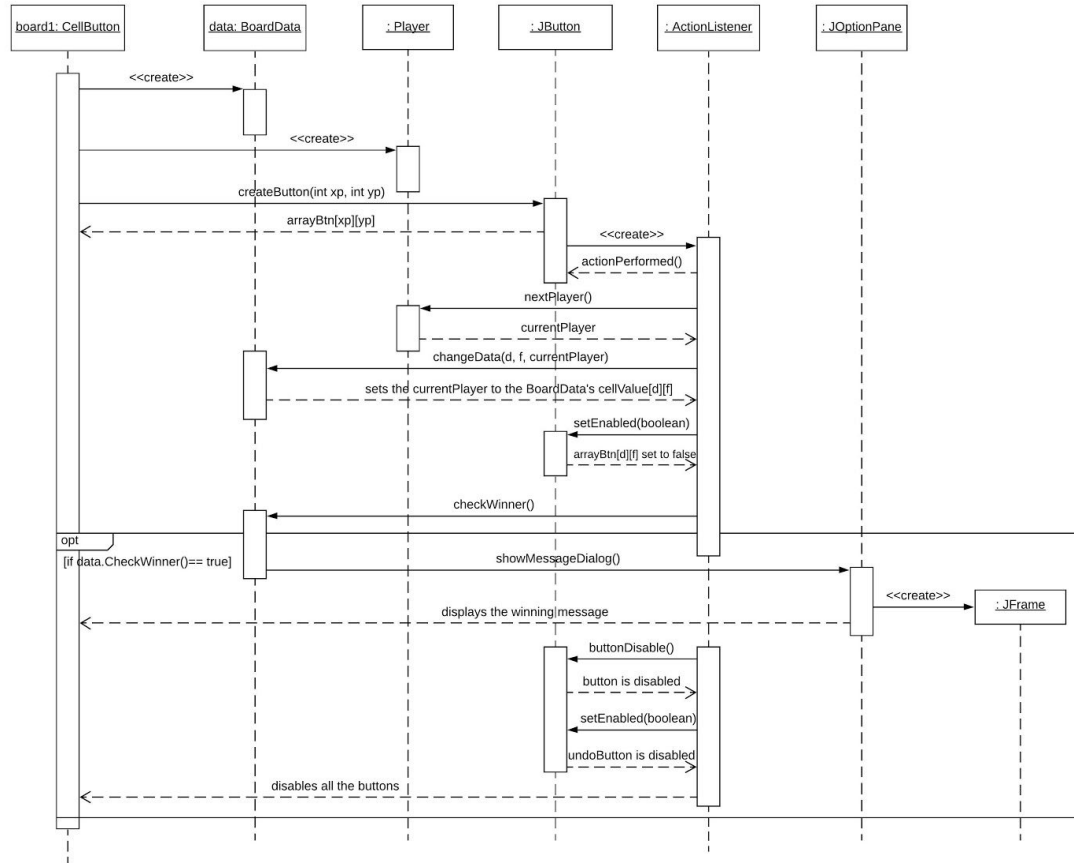
Use case 2.1: When the player clicks the Undo button in CellButton board



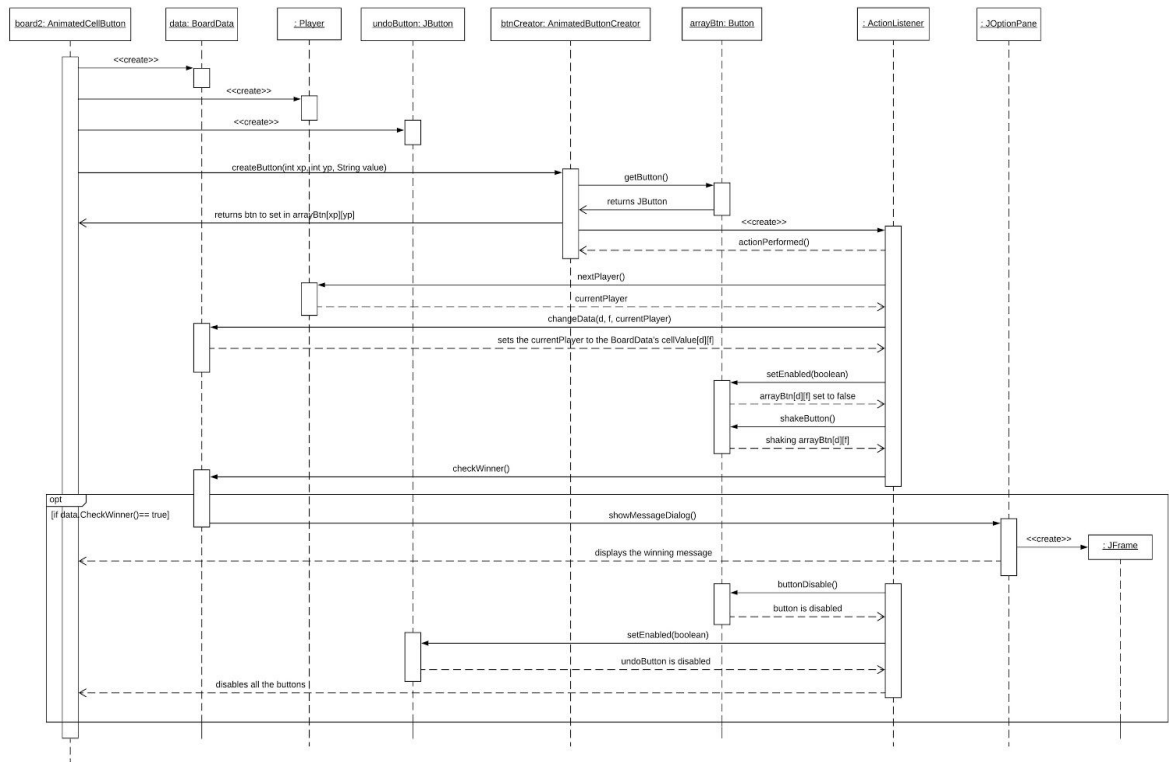
Use case 2.2: When the player clicks the Undo button in AnimatedCellButton board



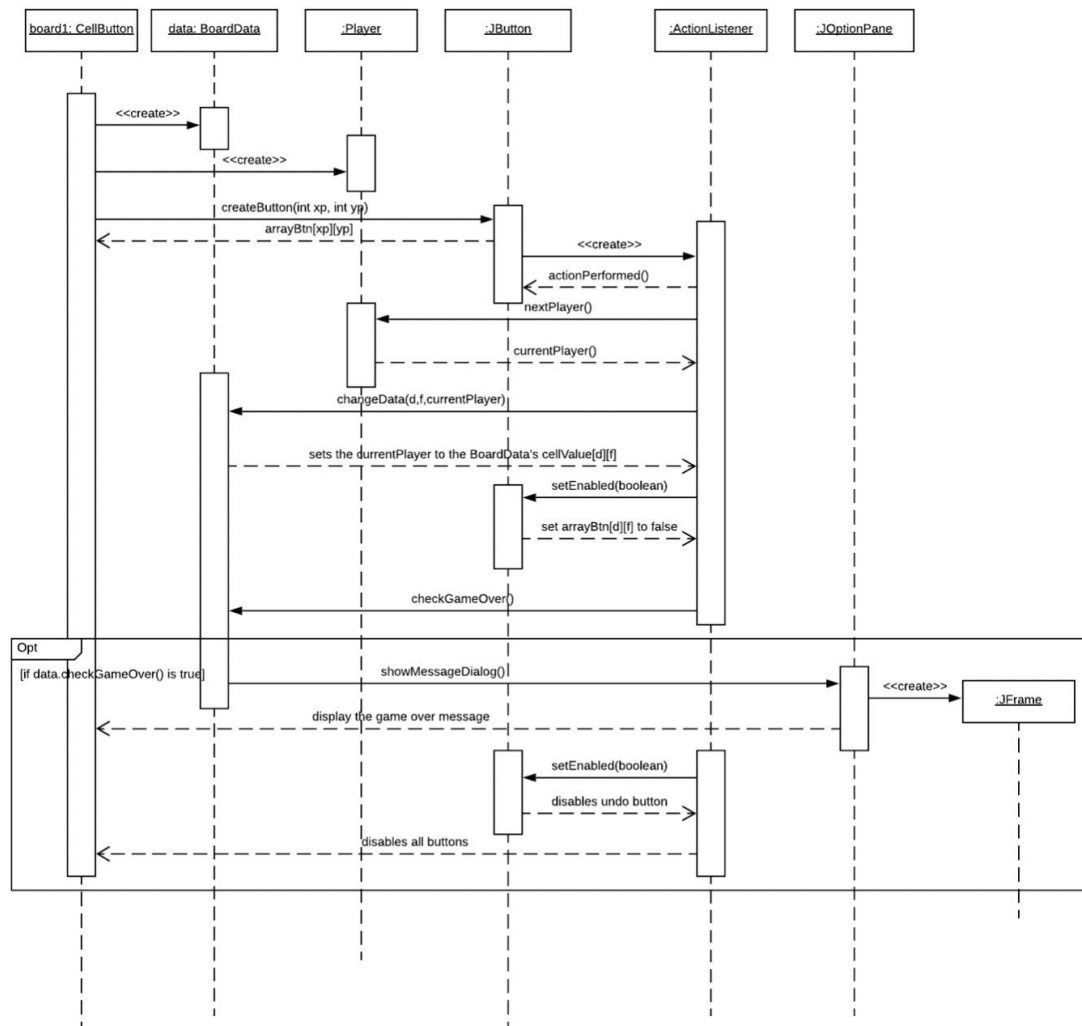
Use case 3.1: The system checks if the CellButton board is in winning state



Use case 3.2: The system checks if the AnimatedCellButton board is in winning state



Use case 4.1: The system displays the message “Game Over” in CellButton.↵



Use case 4.2: The system displays the message “Game Over” in AnimatedCellButton.↵

