Board	
- Store words on the board - Store which tiles they have clicked on - Rearrange the tiles when requested - Store the categories of the current board - Check if the user has the correct 4 tiles selected	- Tile (tiles on the board) - ConnectionGridMaker(Making the connections grid on the board)

Tile	
- Keep track of the tiles position - Keep track of what word is on the tile - Keep track on if the tile is selected - Keep track of what category the tile is apart of	

ConnectionGridMaker	
- Make the grid for the tiles to go on as a 2D array of String ArrayLists	

ConnectionsModel	
- Store the levels of connections games - Store if the user is in a game or not - Store the amount of guesses the user has left - This is user interface for choosing which level play and starting their game experience, as well as resetting their game	- Board (the board for the game the user selects to play)

ConnectionsController	
- Controller of the MVC for the game, holds all bindings for the game	- ConnectionsView - ConnectionsModel

ConnectionsView	
- Store the GUI root - Store the difficulties Pane - Store the panes for the tiles - Show the connections game, display the stage	ConnectionsModel

ConnectionsMain	
- Main method to run entire program - Init method to initialize all parts of the MVC - Start method to show the JavaFX window	- ConnectionsView - ConnectionsController - ConnectionsModel