

i. = ingoing
o. = outgoing

A drawing editor

Class Name <i>Player</i>	
Superclass(es): <i>/</i>	
Subclasses: <i>/</i>	
<i>getName()</i>	<i>getPoints()</i>
<i>getColor()</i>	
<i>getSymbol()</i>	
<i>setPoints()</i>	

Class Name <i>Gameplay</i>	
Superclass(es): <i>/</i>	
Subclasses: <i>/</i>	
<i>runGame()</i>	
<i>initializeGame()</i>	
<i>checkWin()</i>	

Class Name <i>GUI</i>	
Superclass(es): <i>/</i>	
Subclasses: <i>/</i>	

Class Name <i>RuleValidator</i>	
Superclass(es): <i>/</i>	
Subclasses: <i>/</i>	
<i>checkLegalAction()</i>	

A drawing editor

Class Name <i>Round</i>	
Superclass(es): <i>/</i>	
Subclasses: <i>/</i>	
<i>simulate Generation()</i>	<i>i. Board instance (name)</i>

Class Name <i>Board</i>	
Superclass(es): <i>/</i>	
Subclasses: <i>/</i>	
<i>store cells</i>	
<i>give structure</i>	
<i>initializeBoard(int sizeX, int sizeY)</i>	<i>i. constructor of Board</i>

Class Name <i>Cell</i>	
Superclass(es): <i>/</i>	
Subclasses: <i>/</i>	
<i>getIsAlive()</i>	<i>o. boolean (GUI, generation)</i>
<i>setIsAlive()</i>	<i>i. boolean (generation)</i>
<i>getPlayer()</i>	<i>o. Player instance (GUI, name)</i>
<i>setPlayer()</i>	<i>i. Player instance (GUI, name)</i>

Class Name <i>Cell continued</i>	
Superclass(es):	
Subclasses:	
<i>getRoundChanged()</i>	<i>o. int (GUI)</i>
<i>setRoundChanged()</i>	<i>i. int (GUI)</i>
<i>getAliveNeighbors()</i>	<i>o. int (generation)</i>
<i>setAliveNeighbors()</i>	<i>i. int (generation)</i>