Refactoring Log:

- Separated classes into Model View Controller packages.
  - o Model now contains:
    - ▪ Board.java
    - ▪ Color.java
    - ▪ Game.java
    - ▪ Invitation.java
    - ▪ Log.java
    - ▪ Profile.java
    - ▪ Status.java
    - ▪ Tile.java
    - ▪ Token.java
    - ▪ Type.java
    - ▪ User.java
  - o View (userInterface) now contains:
    - ▪ BoardComponent.java
    - ▪ Dashboard.java
    - ▪ GameBoard.java
    - ▪ Login.java
    - ▪ TokenComponent.java
  - o Controller now contains:
    - ▪ Controller.java
- Implemented Façade Pattern
  - o Splitting up all classes into different packages (façades)
- Extraction of Code:
  - o createAllTokens() in Board.java
- Arranged Classes/Methods to have Low Coupling
  - o Game is touched by the GUI
  - o Game only touches Board
  - o Board Touches Tile and Token
  - o Tile touches Color, Type, and Status