Started Board.py. \_\_init\_\_ creates the window and sets the coordinate system, and creates the board rectangle. draw() draws the board. wait\_for\_click() waits for a click. test() creates a board and draws it, then calls wait\_for\_click().

Shape

Description automatically generated

Added the Button class and a Done button.

A picture containing shape

Description automatically generated

Added remaining buttons.

Graphical user interface

Description automatically generated

Added ability to detect button clicks. test() now waits for Done to be clicked.

Committed code to GitHub.

Added code to import images, draw the “1” tile in the lower left square. Set background to white.

A picture containing calendar

Description automatically generated

Added move\_tile(), added code to move tile 1 to upper left.

Table

Description automatically generated with medium confidence

Added code to display all tiles in original position. Had to fudge the square size to 102 to account for what appears to be inconsistent round-off when centering images.

Text, shape

Description automatically generated

Added code to \_\_init\_\_ to set initial positions, and added code to track tile positions. Added move\_to\_blank(), added test code to move 12 to the blank.

Text, shape

Description automatically generated

Committed code to GitHub.

Added code to return square coordinates if click is inside the square.

Modified test code to handle tile click by moving that tile to the empty square.

Committed code to GitHub.

Added set\_board(), called from \_\_init\_\_. This allows us to provide a randomized initial position.

Removed draw(), added draw calls to \_\_init\_\_.

Added play\_16\_puzzle.py as main starting point.

Added a Reset button.

Implemented Randomize and Reset.

Modularized the Game class.

Committed to GitHub.