

game	
<ul style="list-style-type: none"> <li>• Initialize the game interface</li> <li>• Randomly generate puzzle</li> <li>• Respond to touch (check whether valid move)</li> <li>• Start and stop timer depending on status of game (stop , pause , reset)</li> <li>• After a valid move, update screen</li> <li>• Check whether win status is reached or not</li> <li>• After winning status reached, change colour to green</li> <li>• After win or quit Update leaderboard in local directory</li> <li>• Handle pop up menu after win.</li> <li>• Handle pop up menu for pause menu</li> <li>• Quit to main menu</li> <li>• Reset puzzle</li> <li>• See solution</li> </ul>	<ul style="list-style-type: none"> <li>• AppCompatActivity</li> <li>• Button</li> <li>• TextView</li> <li>• Solution</li> <li>• MainMenu</li> <li>• Files</li> <li>• Chronometer</li> <li>• PopupWindow</li> </ul>

MainMenu	
<ul style="list-style-type: none"> <li>• Initialize the main menu</li> <li>• Display current player name</li> <li>• Go to game interface</li> <li>• Check leaderboard</li> <li>• See instructions to play</li> <li>• See information about the game</li> <li>• Send feedback to developer</li> </ul>	<ul style="list-style-type: none"> <li>• Button</li> <li>• TextView</li> <li>• EditText</li> <li>• Files</li> <li>• setDifficulty</li> <li>• Info</li> <li>• performanceActivity</li> <li>• instructions</li> </ul>

instructions	
<ul style="list-style-type: none"> <li>• Display the rules how to play the game</li> <li>• Describe the controls</li> <li>• Specify the end goals</li> </ul>	<ul style="list-style-type: none"> <li>• MainMenu</li> <li>• AppCompatActivity</li> <li>• TextView</li> </ul>

MainActivity	
<ul style="list-style-type: none"> <li>• Create an object of files to load data before launching the app</li> </ul>	<ul style="list-style-type: none"> <li>• MainMenu</li> <li>• Files</li> </ul>

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performanceActivity	
<ul style="list-style-type: none"> <li>• Updating the leaderboard as per maximum points scored by players.</li> </ul>	<ul style="list-style-type: none"> <li>• AppCompatActivity</li> <li>• TextView</li> <li>• performanceAdapter</li> <li>• performanceDetails</li> </ul>

setDifficulty	
<ul style="list-style-type: none"> <li>• input the difficulty level from user (easy, medium, hard)</li> <li>• Select random puzzle from the database of desired difficulty</li> </ul>	<ul style="list-style-type: none"> <li>• game</li> <li>• Files</li> <li>• Buttons</li> <li>• TextView</li> </ul>

info	
<ul style="list-style-type: none"> <li>• Display basic details and documentation about the app</li> </ul>	<ul style="list-style-type: none"> <li>• MainMenu</li> <li>• AppCompatActivity</li> <li>• TextView</li> </ul>