**Sliding Puzzle Classes**

What are some classes we need to implement the sliding puzzle? What is the purpose/responsibility of each class? Identify the classes and record them under either ‘Model’ or ‘User Interface’ package.

**Model**

Class Player

Name

Difficulty level

Highscores- Loadfromfile(String filename), savetofile(String filename)

Class Timer:

-Int timeStart (ms from 1-1-1970)

-Int timeEnd (ms from 1-1-1970)

+Scoreformat computescore()

PuzzleGame

Performs logic of game

**User Interface**

Game - Top level UI container, combines all UI elements

Board: button objects/tiles, Draw,

Class Tile: Number and position of tile

8, 15, or 25 clickable buttons and 1 disabled button

LeaderBoard: parse High Scores object into UI

Start Menu extends JPanel:

-Initialize()

Game Difficulty Options (Buttons)

3x3, 4x4, 5x5

Entering Name