Proposed Design

```
                    ┌─────────→ Display
                    │
                    ├─────────→ Score
  Main Game Loop ───┤
                    ├─────────→ Board ─────→ Tile(i)
                    │
                    └─────────→ Input State
```
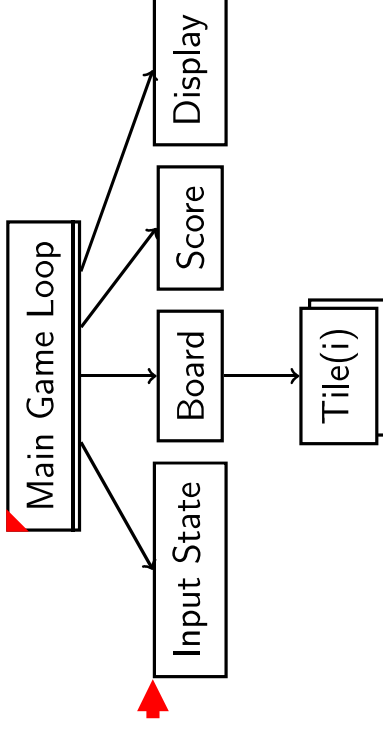
Description

- Main Game Loop: controls the game.

- Input State: Encapsulates the input from the mouse and/or keyboard (updated by events represented by the red trigger arrow)

- Board: Contains the tiles, tracks tile selection

- Score: Tracks the current and longest matching streaks

- Display: The GUI display, update with information provided by main loop