Class:

- **Pieces:**
- A enum class which contain totally 64 String
- which can indicate the 8 pieces (shapes) and 8 possible rotation (orientations).
- Board(in existing Board class):
  - enum class with 50 characters (pegs) with 2 level (50 Characters).

- **StepsGame**

The stepsGame class makes sure that all of the moves committed by the players are valid. Tasks 2, 3 and 5 check the if placement string is legal. Furthermore, task 6 checks the placement string to see whether or not it is valid with game logic. Finally, in task 9, it checks whether the game is complete against all the solutions provided.

- **Viewer**
- The viewer class implements JavaFX to allow the user to view the placements.
- **Board**
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Method:

- Check location
  - Check the peg is empty
  - Layers
    - Make sure the peg is not obstructed by the top layer on previous piece. Same for the opposite situation.
- Difficulty
  - Set up the board with different levels of difficulty (number of pieces), using random packages to determine which board layout to set up (where the pieces are positioned initially).