View	MainMenu	SettingsMenu	InGamePanel
double: boardHeight, .. DamModel: damModel Image: imageWhite, .. MainMenu: mainMenu BorderPane: gameLayout -Stage: stage	double buttonWidth Button startGameButton, .. Label titleLabel	-VBox: topOptions, .. -Slider: slider -Button: choosePlayer0Picture -Checkbox: allCrowned, .. -FileChooser.ExtensionsFilter: extFilter	Label: topScoreLabel, .. CheckBox: topTieCheckBox, VBox: inGameTopPanel Button: backToMain- MenuButton
-void loadPictures( ) void updatePictures( ) +void main(String [ ] args) void setScene(Scene scene) void startGame( ) void updateTileSize ( ) boolean checkLoad- Possible( )	void setup( ) void setupSaveButton( ) void setupLoadButton ( )	-void backToMenu( ) -void Image loadLocalImage( ) -setUpCheckBoxes( )	+void updateScoreLabels( )