

PlayerBoard

```
+points: int(0-100)
+wall1stRow: Array
+wall2ndRow : Array
  + ...
+sample1stRow : Array
+sample2ndRow : Array
  +...
brokenTiles int
```

```
minusPoints(int brokenTiles)
addPoints
```

Tile

```
+color: enum
+totalQuantity : Array
```

```
selectTiles(color, String fromWhere)
```