Classes

**GridModel**

* GenerateGrid
  + Check generated at row 1 & 9
  + Check generated at column 1 & 9
  + Check generated at mixed row and col
* numberOfDuplicate
  + Check duplicate in just row
  + Check duplicate in just column
  + Check duplicate in just subgrid
  + Check duplicate in mixed condition
  + Check there is no duplicate
* gameFinished
  + Check game matching at one subgrid
  + Check game matching one row
  + Check game matching one column

NumberDatabase

* Used Singleton to handle and record all the number prefabs available

SoundEffectDatabase

* Used Singleton to handle all the sound effect available