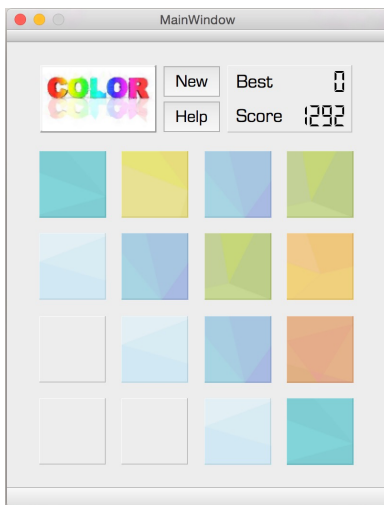## MainWindow

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-ui:MainWindow *
-on_NewGameButton_clicked():void
-on_HelpButton_clicked():void

<<constructor>> +MainWindow()
+keyPressEvent(QKeyEvent *event):void
+showWindow():void
+randomInt(int):int
+spin():void
+right():void
+left():void
+up():void
+down():void
+endCheck():int
+startGrid():void
+backupGrid():void
+spawn():void
+findMax():void
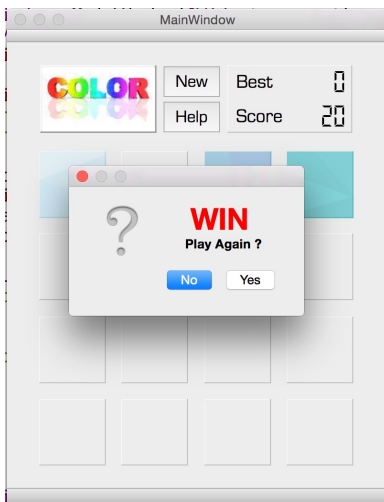+checkMove():int
+winDialog():void
+loseDialog():void

+Qgrid[16]:QLabel *
+mapArray[16]:int *
+max:int
+win:int
+move:int
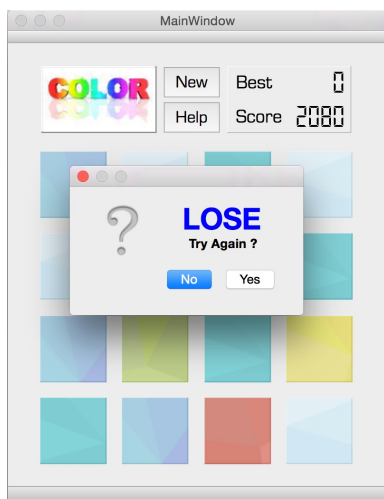+score:int

+best:int
+grid[4][4]:int
+bgrid[4][4]:int
<<destructor>> +~MainWindow()

Screenshots:

Game

Win

Lose