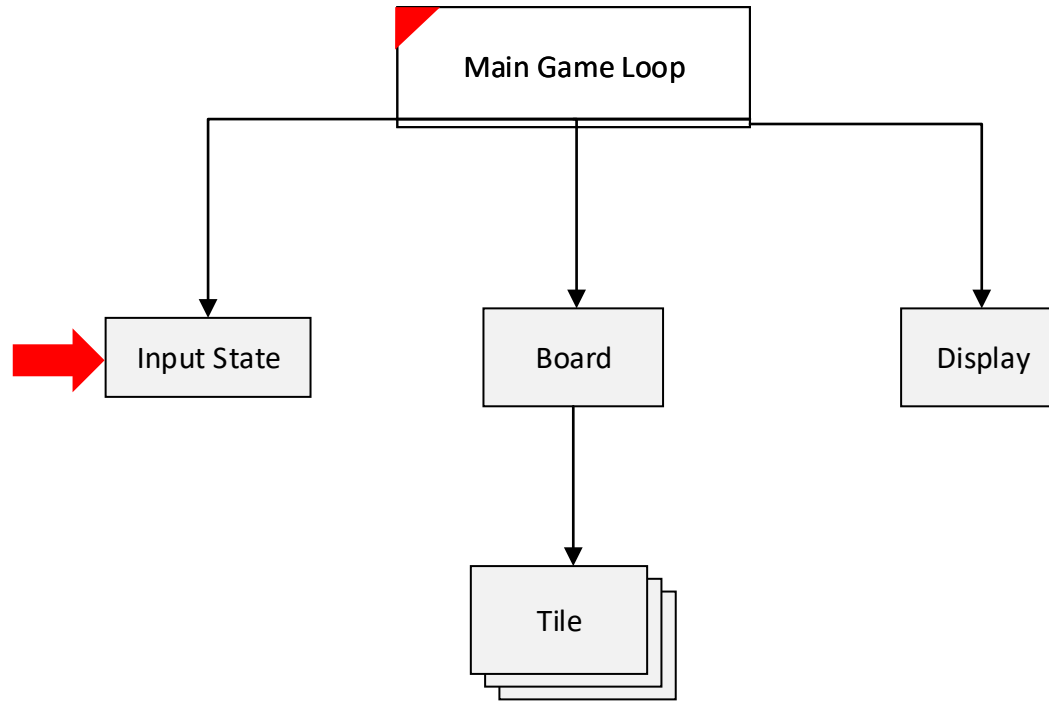



Tiles Game Design



 **Mouse Event Trigger:** Input from user on mouse click

Tiles Game Design

- **Main Game Loop:** Implemented with an AnimationTimer that updates the scene every 0.1 seconds, or 100 milliseconds depending on user input.
- **Input State:** Encapsulates the mouse event handler.
- **Board:** Contains all Tile objects represented on the stage.
- **Tile:** Container for each tile on board with x and y coordinates and Group containing all graphical elements to be matched.
- **Display:** Encapsulates all elements shown in the game window and receives all