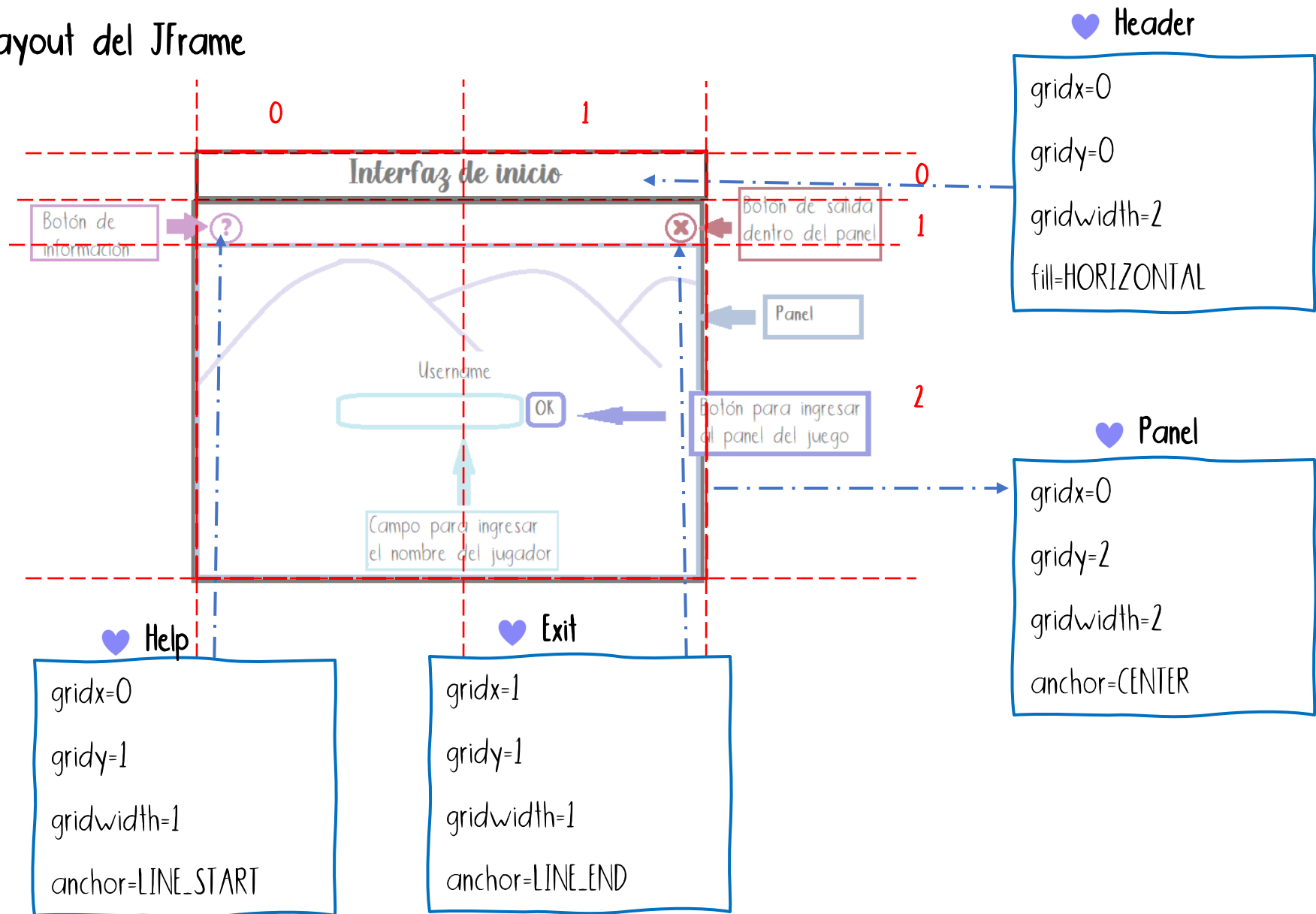
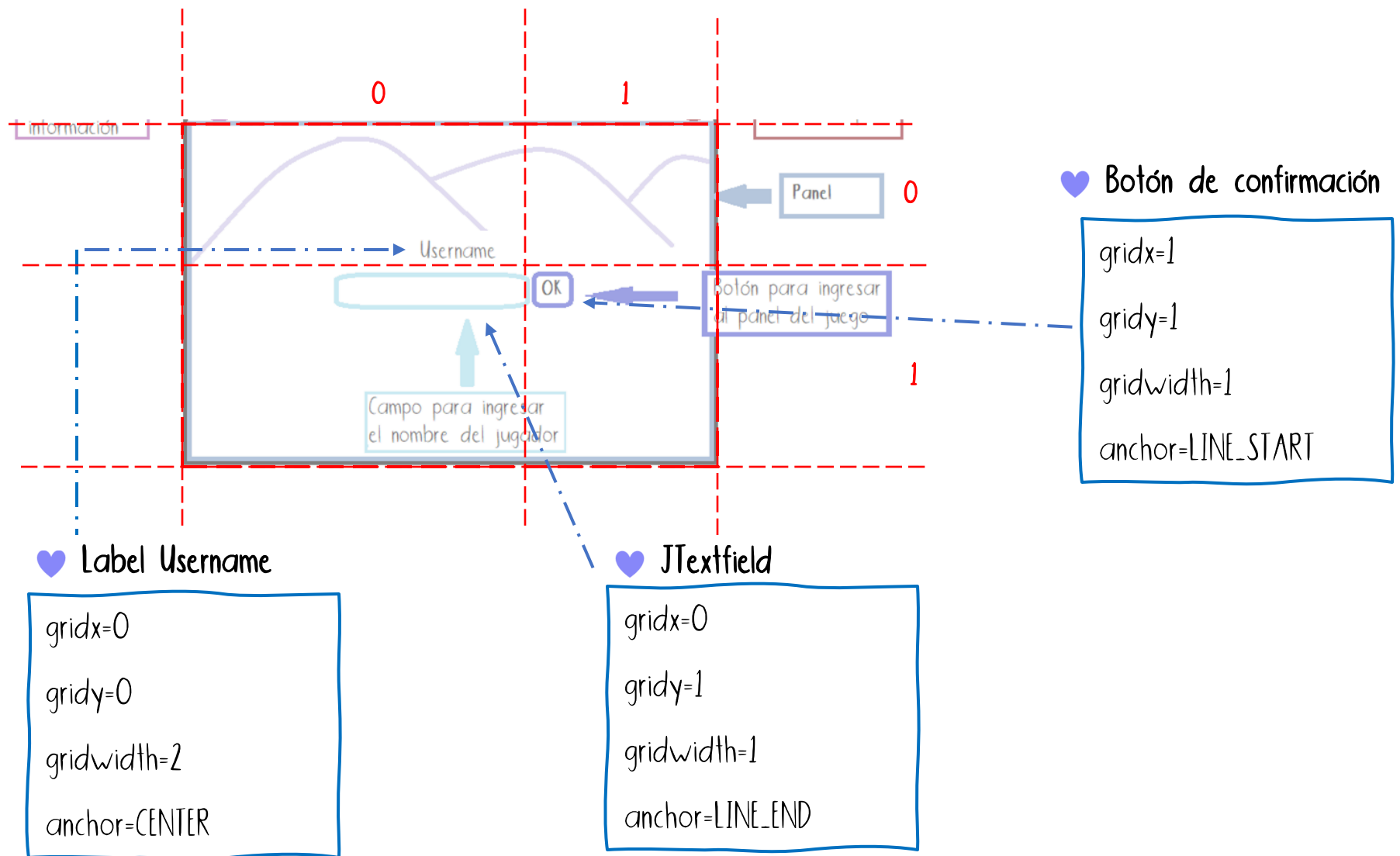


# GRIDBAGLAYOUT

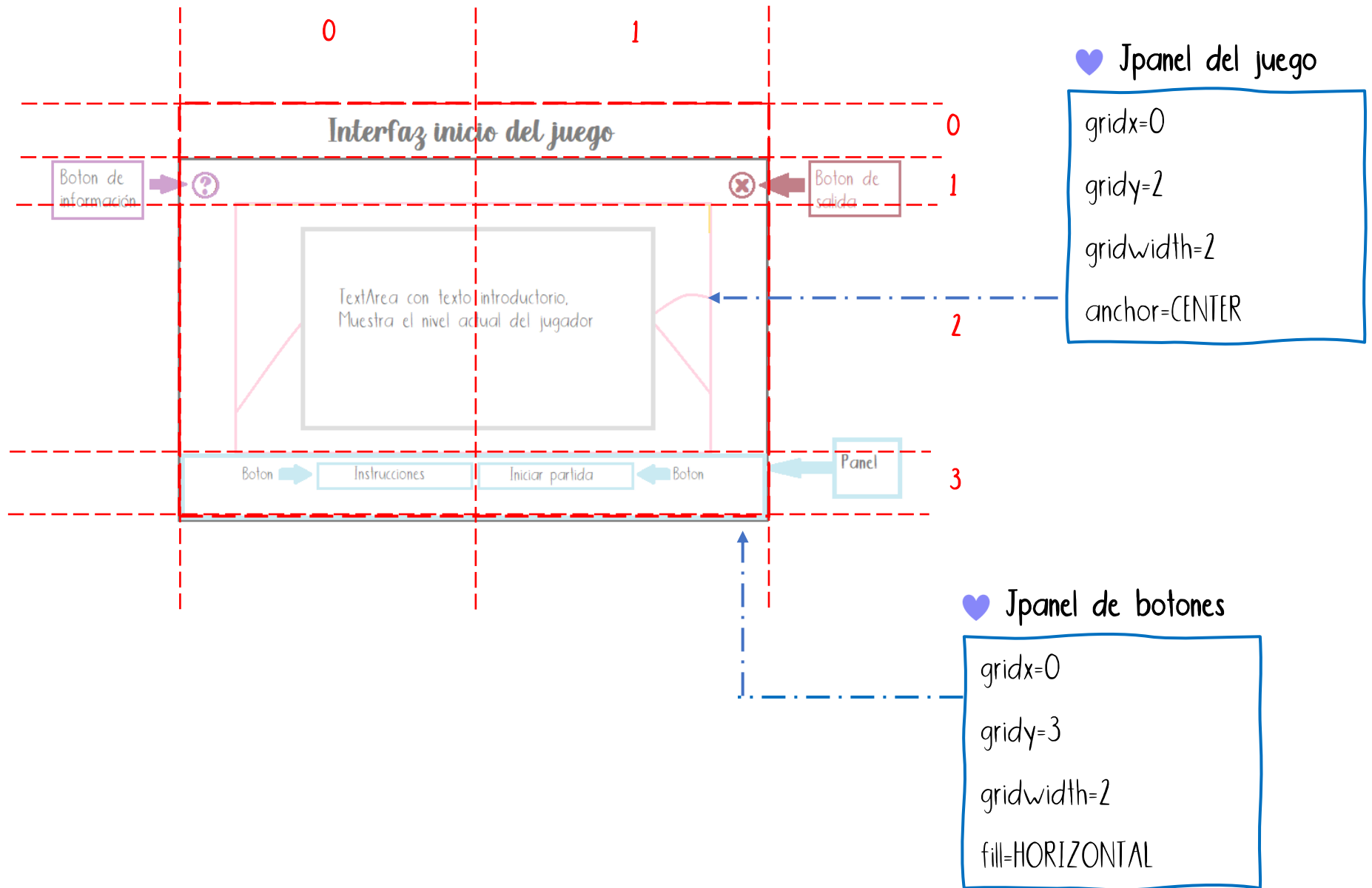
## Layout del JFrame



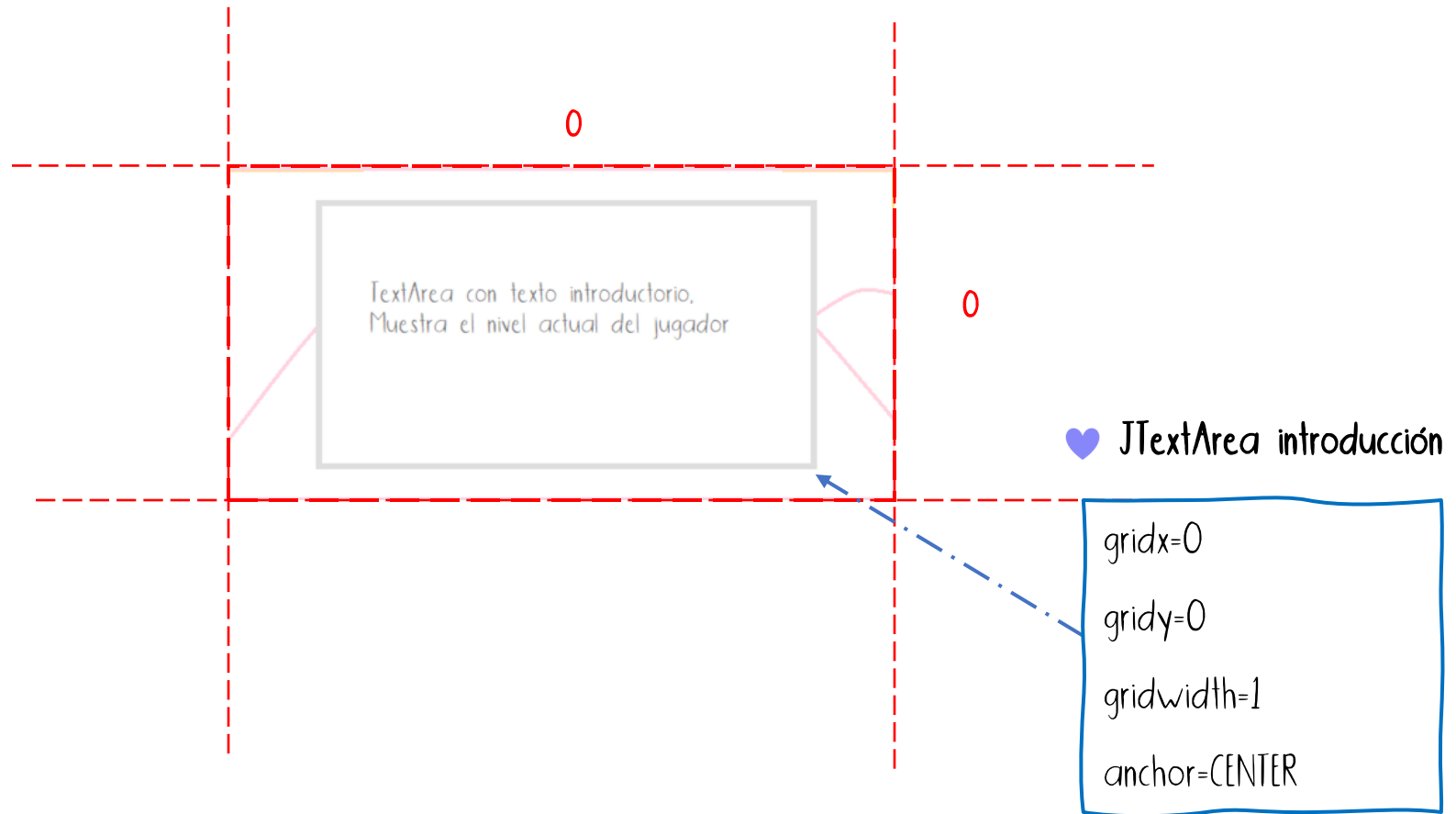
# Layout del JPanel



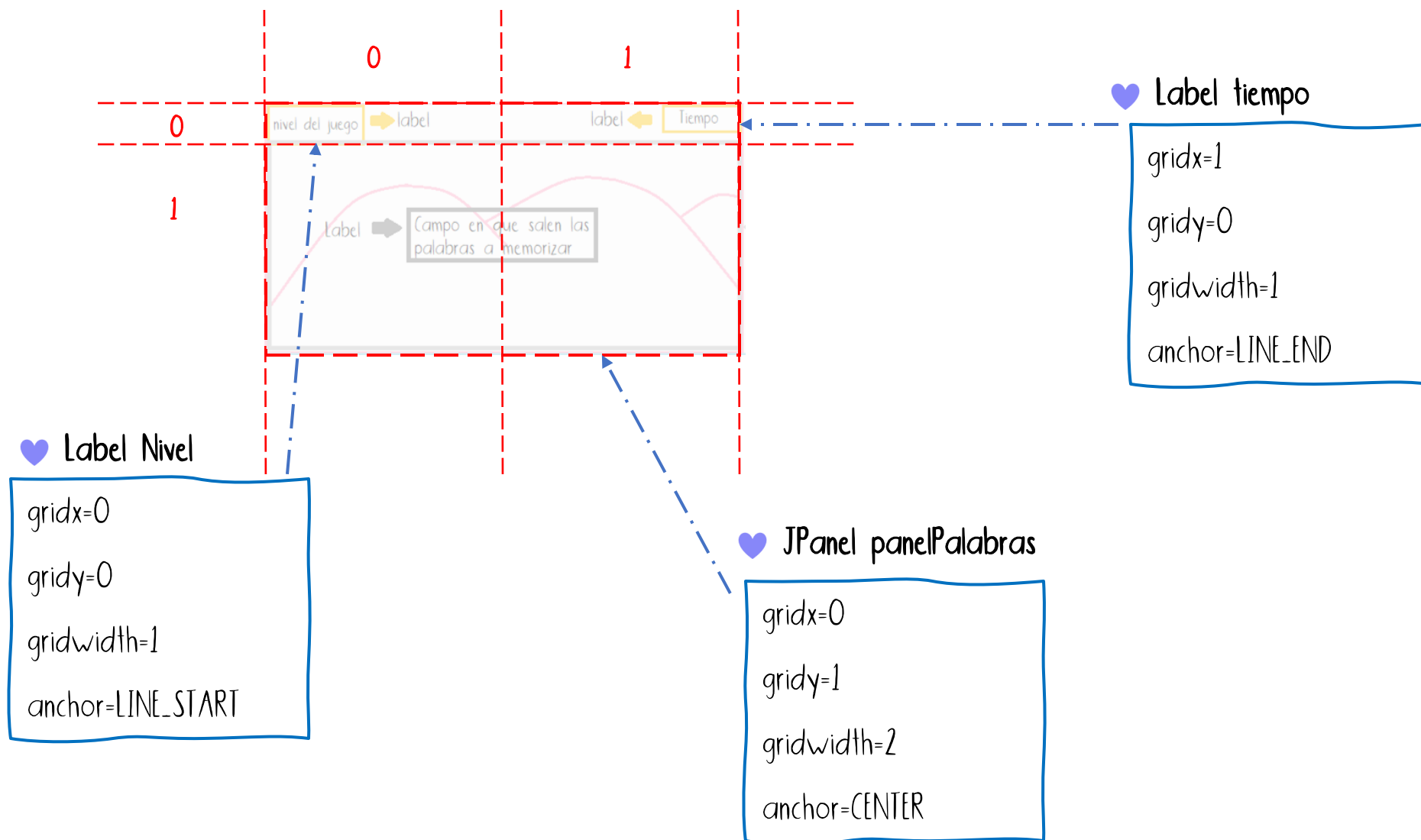
## Layout del JFrame para la interfaz al iniciar el usuario



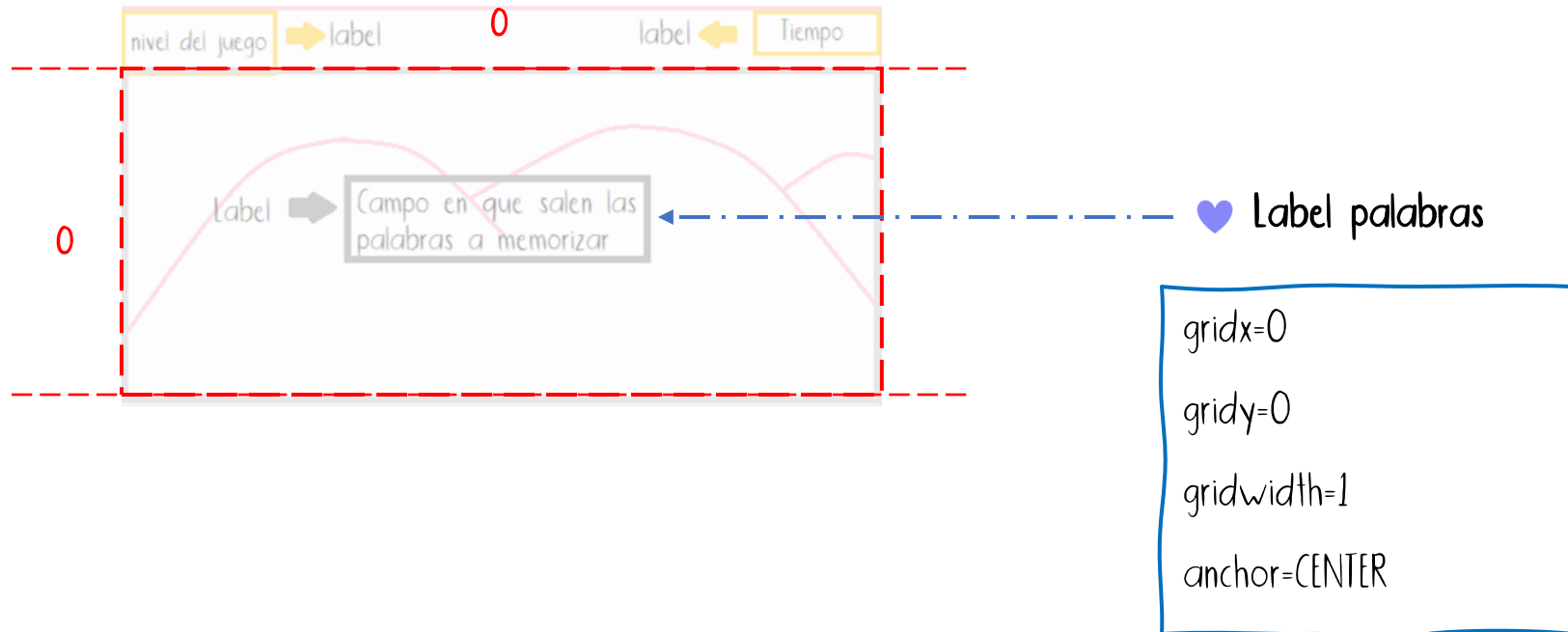
## Layout del JPanel (panelGame) para la interfaz al iniciar el usuario



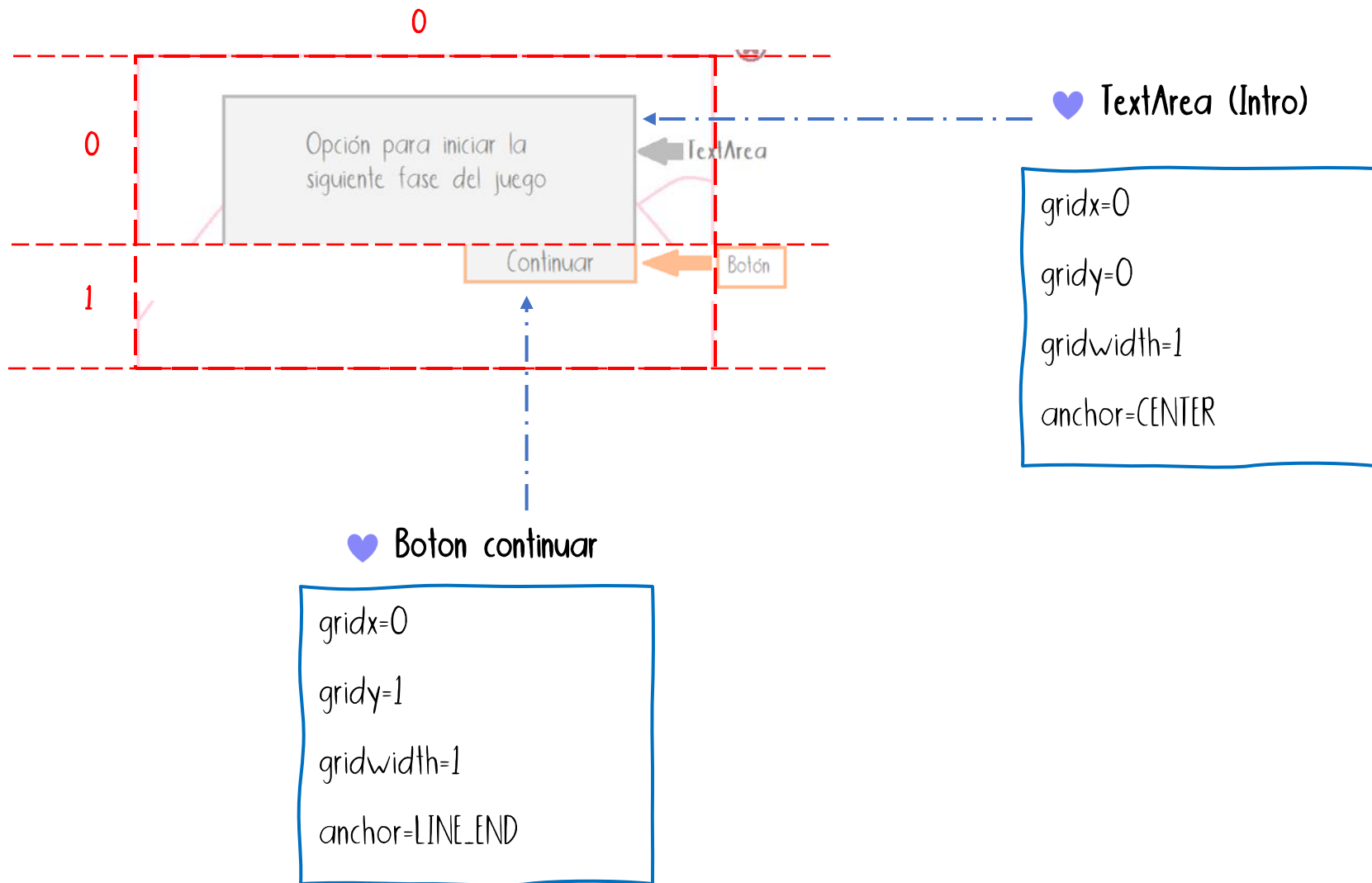
## Layout del JPanel (panelGame) para la interfaz al iniciar partida



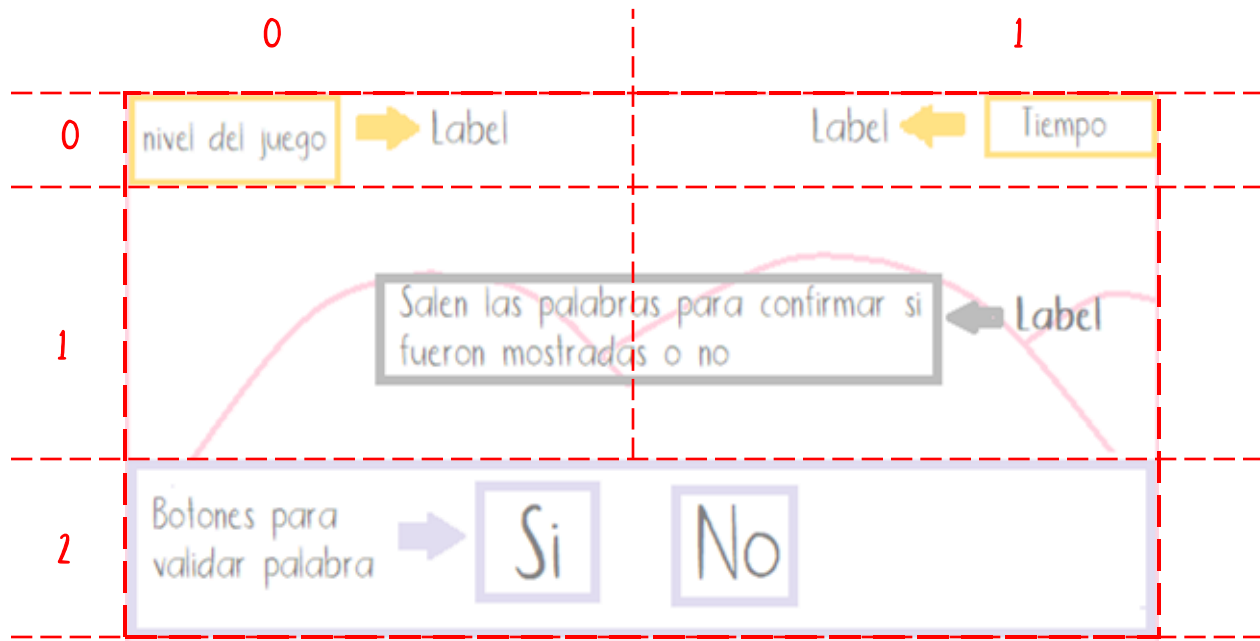
## Layout del JPanel (panelPalabras) para la interfaz al iniciar partida



## Layout del JPanel (panelGame) para la interfaz al finalizar la primera fase



## Layout del JPanel (panelGame)



### ♥ Panel Opciones

gridx=0

gridy=2

gridwidth=2

anchor=CENTER



## Layout del JPanel (panelGame) para la interfaz al finalizar la partida del nivel 10

