Remi Tile 1.0 Diagram

```
                        ┌──────────────────┐
                        │ Game Coordinator │
                        └──────────────────┘

┌────────┐   ┌──────────┐   ┌─────────────┐   ┌───────┐   ┌──────────┐
│ Player │   │ Computer │   │ Game Layout │   │ Score │   │ TIlePool │
└────────┘   └──────────┘   └─────────────┘   └───────┘   └──────────┘

                        ┌───────┐
                        │ Tiles │
                        └───────┘
```
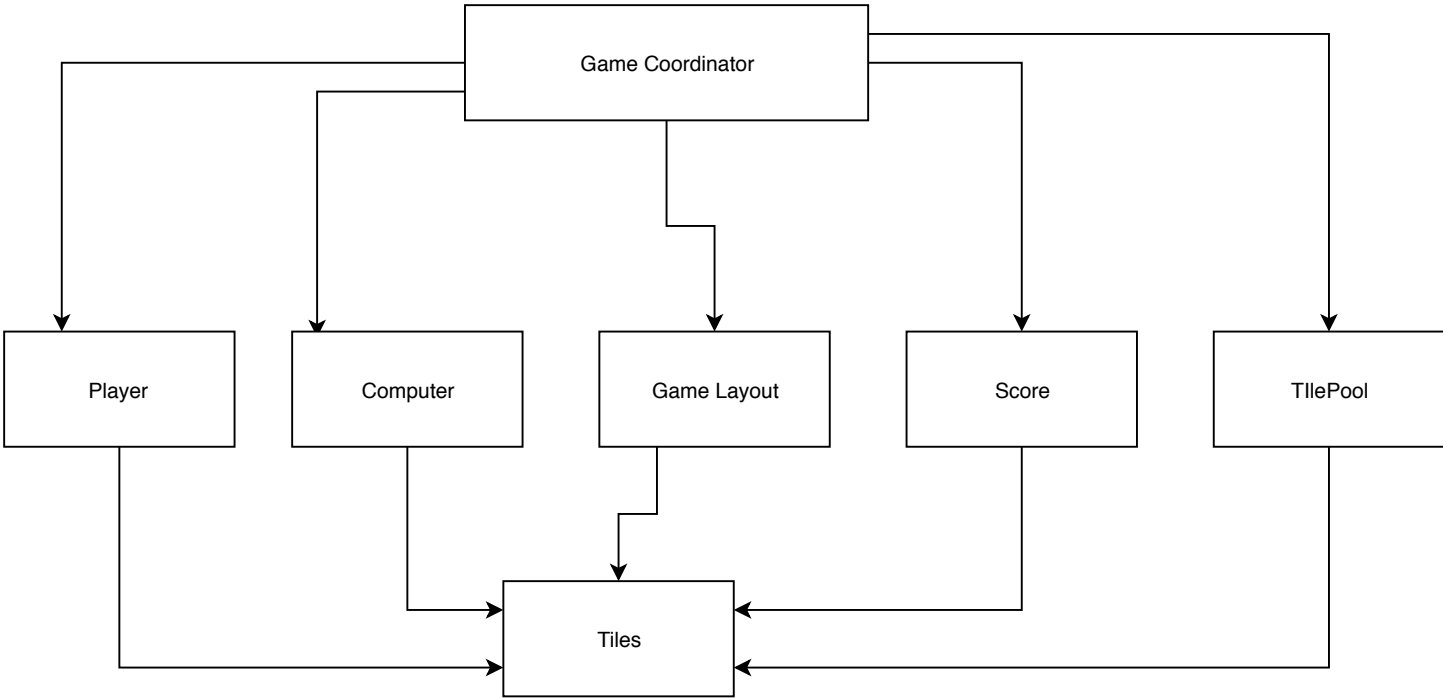
GameCoordiator:
Game Coordinator handles the core operations of the game. This includes running the game thread, checking the status of the game and updating the display. Methods include:

- CheckGameStatus – where is the game at in operations, what should the game do next
- CheckForRoundWinner – detect which player has a winning configuration
- NewGame() – Reset book keeping

GameLayout:
 Handles the game's display / graphics

- LoadGraphics() –
- getHeight() -
- getWidth() -
- DrawPlayerTiles() –
- DrawComputerTiles() –
- DrawTilePoolButton() –
- DrawDiscardPiles() –
- DrawScoreBoard() –
- DrawNewGameButton() –
- DrawRulesButton() –

GameStatus:
Retrieve the current game status based on computer and user interactions:

- NewGame(Button newGame) – Event Handler for the new game button on GUI
- DrawTile(deck,hand,Button) – draw a tile from the deck and place it into the players hand
- DiscardTile(hand, discardPile) –

Player:
User functionality:

- Reset() –
- LoadPlayerHand() –
- SortHand() – Allows player to arrange tiles in hand
- ShuffleHand() – Automatically reranges tiles in players hand
- HowManySets() –
- HowManyExpectedSets() –

Computer:

Computer functionality:
- Reset() –
- LoadComputerHand() –
- ShuffleComputerHand() –
- DrawCard(deck) –
- SortComputerHand() –
- DiscardTile() -
- HowManySets() –
- HowManyExpectedSets() –

Score:

- GetScore()
- SetScore()

TilePool
Handles the construction of the deck of tiles that the players will be drawing from:

- ResetDeck()
- LoadTilePoolDeck()

Tiles:

- Tiles(Button, Color, xpos, ypos, number, bool)