	Main
+	pane: Pane
+	stage: Stage
+	scene: Scene
+	tiles: ArrayList<tile>
+	gameBoard: GameBoard
+	AnimatedCircle: circle
+	isLevelFinished: boolean
+	isGameWon: boolean
+	start(Stage primaryStage): void
+	displayLevel(): void
+	displayGameWon(): void
+	main(String[] args): void

	Tile
+	Tile(int id, String type, String direction)
+	createRectangle(): void
+	moveTile(int finalA, MouseEvent e): void
+	controlTiles(int finalA, int FX, int FY): void
+	controlCrossMovement(int finalA, int FX, int FY): void
+	controlJump(int finalA, int FX, int FY): void
+	controlStatic(int finalA, int FX, int FY): void
+	resetRectangle(int finalA, int FX, int FY): void
+	controlMovement(int finalA, int FX, int FY): boolean
+	findTile(int index): Tile
+	swapTiles(int finalA, int FX, int FY): void
+	getter/setter methods
+	start(Stage primaryStage): void
+	displayLevel(): void
+	displayGameWon(): void
+	main(String[] args): void

	GameBoard
-	level: int
-	directions: ArrayList<Integer>
-	directionTypes: ArrayList<Integer>
-	directionIds: ArrayList<Integer>
+	GameBoard()
+	controlLevel: boolean
+	setChangeIndex(Integer direction): int
+	findDirection(Integer direction, int directionType): int
+	findHorizontalDirection(Integer direction): int
+	findVerticalDirection(Integer direction): int
+	findCurvedDirection(Integer direction, int directionType): int
+	getter/setter methods

	AnimatedCircle
-	x: double
-	y: double
-	radius: double
-	color: Color
-	circle: Circle
-	index: int
-	animationPath: Path
-	counter: int
-	rectangleCoordinate: double[2]
+	AnimatedCircle(double x, double y, double radius, Color color)
+	animateCircle(): void
+	updateAnimationPath(int direction, int index): void
+	animateVertical(int direction): void
+	animateHorizontal(int direction): void
+	animateCurved(int direction, int directionType): void
+	animateEnd(): void
+	displayAnimation: void
+	getter/setter methods