## **MainActivity**

- startHotSeat : Button

# startHotSeatGame() <- startHotSeat.Click</pre>

## **HotSeatSetupActivity**

- numPlayersSelect : RadioGroup
- playerNames : TextField[]
- startGameButton : Button
- numPlayersChanged() <- numPlayerSelect.CheckedChanged

# getNumPlayers(): int

# startGame() <- startGameButton.Click

## **GameBoardActivity**

- acceptMoveButton : Button
- resetMoveButton : Button
- gameBoard : Canvas

# acceptMove() <- acceptMoveButton.Click
# resetMove() <- resetMoveButton.Click</pre>