## MainActivity

btn\_StartHotSeat : Button

# startHotSeat() <- btn\_StartHotSeat.Click

## **HotSeatSetupActivity**

- rg\_NumPlayerSelect : RadioGroup
- txt\_PlayerNames : TextField[]
- btn StartGame: Button
- $\hbox{-} numPlayersChanged () < \hbox{-} tg\_NumPlayerSelect. CheckedChanged} \\$

# getNumPlayers(): int

# startGame() <- btn StartGame.Click

## GameBoardActivity

- btn\_AcceptMove : Button
- btn\_ResetMove : Button
- gameBoard : Canvas

# acceptMove() <- btn\_AcceptMove.Click
# resetMove() <- btn ResetMove.Click</pre>