MainActivity

- btn_StartHotSeat : Button

startHotSeat() <- btn_StartHotSeat.Click

HotSeatSetupActivity

- rg_NumPlayerSelect : RadioGroup
- txt_PlayerNames : TextField[]
- btn_StartGame : Button

- numPlayersChanged() <- 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