**Class Method Descriptions**

*\* Not all of these method will be implemented immediately.*

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| **Class** | **Function** | **Description** |
| MainActivity | # startHotSeatGame() | Fired when the user clicks the startHotSeat button.  This will launch the HotSeatSetupActivity intent. |
| HotSeatSetupActivity | - numPlayersChanged() | This occurs when the user selects a different option from the radio group to select players.  This will update the number of text input boxes that are visible for players to enter their names. |
| # getNumPlayers() : int | Returns the current number of players that will be playing the game as selected by the user. |
| # startGame() | Fired when the user clicks the startHotSeat button.  This will launch the GameBoardActivity as an intent. |
| GameBoardActivity | # acceptMove() | Fired when the user clicks the acceptMoveButton.  This will send a message to the actual game board logic indicating the players has decided and made there move. |
| # resetMove() | Fired when the user clicks the resetMoveButton.  This will undo any moves the user has made on the board. Putting them back in the start state for their turn. |