Class Diagram

* Player class
  + Variables:
    - Player name
    - Number of regions owned
* Board activity
  + Owns board view
    - Variables:
      * Tiles used
* Tile class
  + Variables:
    - Ownership
    - Selected for capture
    - Capture type
* Turn activity
  + Owns round setup
    - Variables:
      * Turns left
      * Player turn
      * Capture type
* Help activity
  + Help view

Back button handling: goes back to the main screen with a warning/confirmation pop up dialog

Work distribution: we chose to all work on all portions of the assignment.