

### **Changes from preliminary design**

- Controllers split into two packages buildmode and playmode.
- Physics placed in its own package.
- Use of only one board for both modes.

### **Deleted Classes:**

- IGizmo: not required as gizmos split into bumpers flipper and absorbers with corresponding interfaces
- RotateGizmo: Within model
- BuildBoard: use same board for both modes
- PlayBoard: use same board for both modes
- IGUI: Not used
- BuildListeners: Split into separate listeners

### **Added Classes:**

- ExitL: split from buildListeners
- LoadL: split from buildListeners
- SaveL: split from buildListeners
- SwitchToPML: split from buildListeners
- MouseInteractionL: listener for mouse clicks and interactions with various gizmos
- MagicKeyL: used for key presses for flippers

### **Parts of design not implemented**

- JUnit testing.
- Flipper Animation through 90 degrees