Interface:

Button: Start(End); Help; Hint-Image

Two Board: Baseboard; Piece Board

Later: Hint; Help; Timing; Choose (Design Interface)

Stage 1. (How to play the game)

1. Start off with default/initial picture (the image is set on the Baseboard)
2. Click Start 🡪 randomly mix Pieces to Pieceboard & Baseboard empty
3. Start 🡪 End (visually change name)
4. User Interaction
   1. Drag from Pieceboard to Baseboard
   2. Drop from Baseboard to Pieceboard
   3. Move in Baseboard
5. End 🡪 Check correctness & Prompt user

Timeline:

1. Controller with Graphic input: Sunday February 22nd
2. Game – functions start,end,move, etc:
3. Display with Graphic output: Sunday February 22nd