

<<interface>>
Game

Inst Vars.
Methods + run()

Classic implements Game

Inst Vars. int[][] int Scanner
Methods + about() + run() # playTurn() # moveDown() # combineDown() # moveUp() # combineUp() # moveLeft() # combineLeft() # moveRight() # combineLeft() # isCommand() # isLoss() # isFull() # printArr()

CustomBoard extends Classic

Inst Vars.
Methods + about()

Anti extends Classic

Inst Vars.
Methods + about() + run() # isLoss() # isWin()

Leaderboard

Inst Vars.
Methods + saveScore(int)

Tiles

Inst Vars.
Methods + tileColor(int) + printTile(int) + printBorder(int, int[])

Computer

Inst Vars.
int[][] int
Methods
+ playTurn() - moveDown() - combineDown() - moveUp() - combineUp() - moveLeft() - combineLeft() - moveRight() - combineLeft() - isCommand() + isLoss() - isFull() - printArr()

vsComputer extends Classic

Inst Vars.
Methods
+ about() + run()