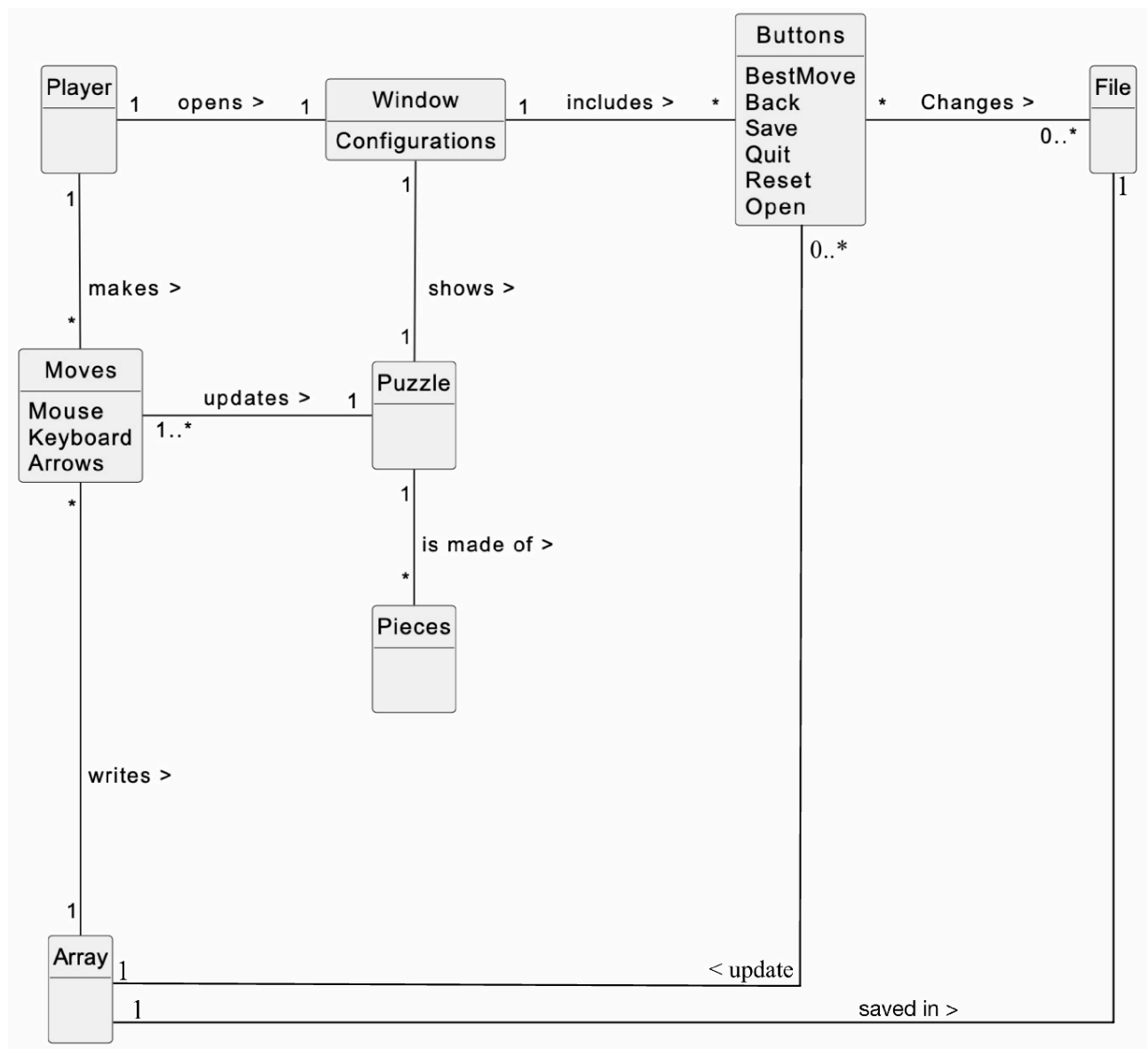


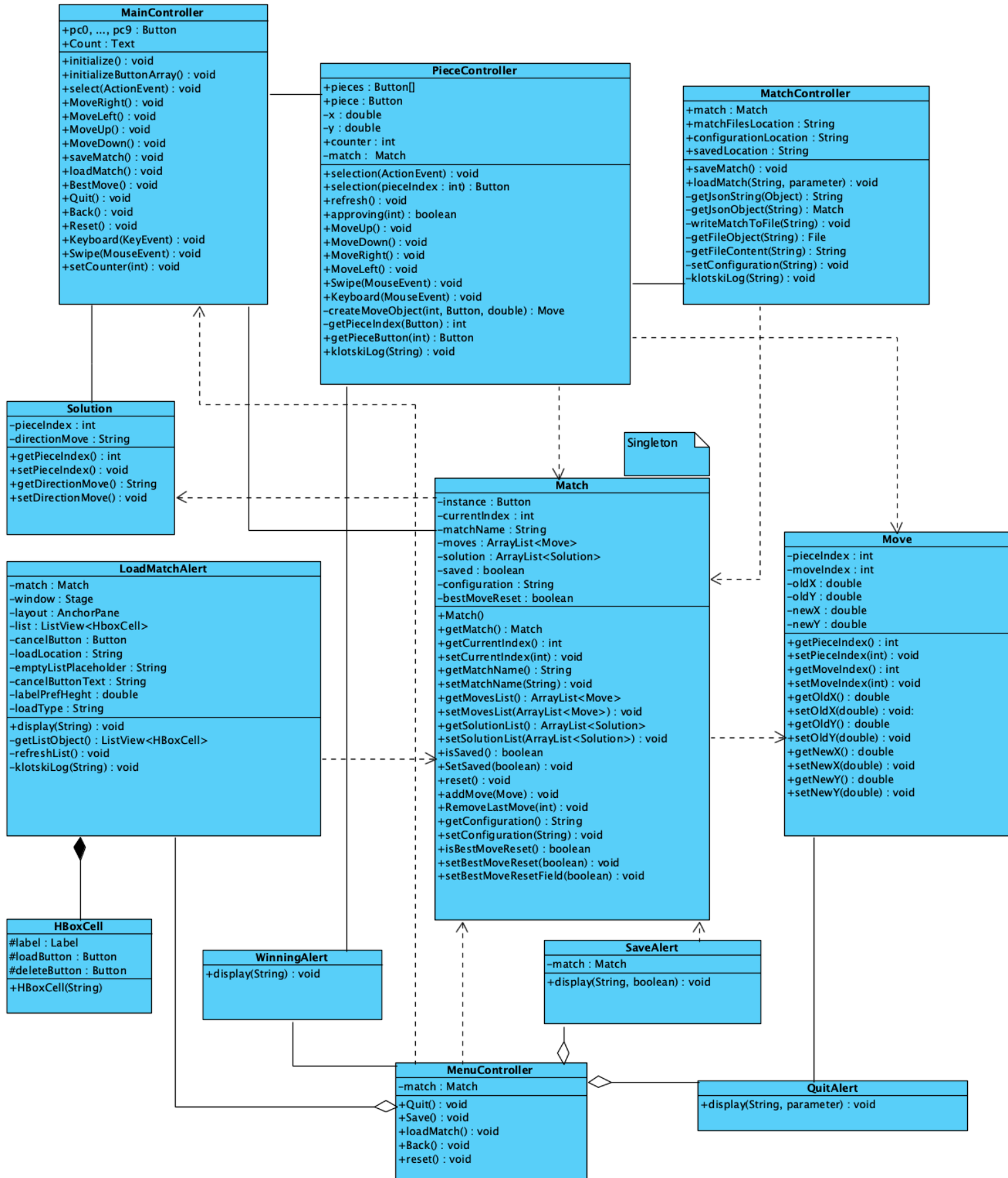
Domain Model:



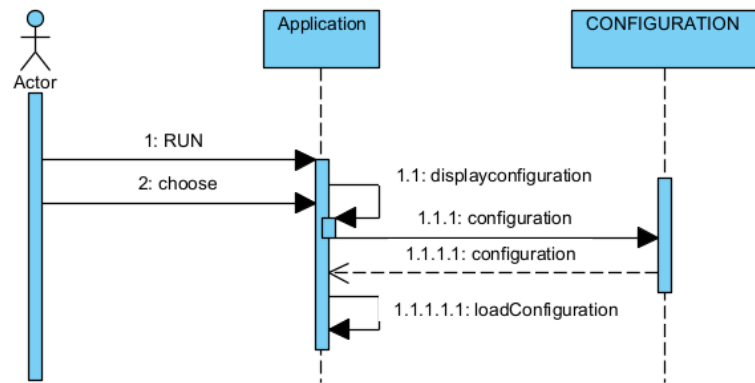
Basic Flow for Klotski Game:

1. **Player** opens game **window** and chooses a starting configuration from the three available.
2. Program updates the **puzzle** with the chosen configuration.
3. Player **moves** the pieces on the board using mouse, keyboard or arrow buttons which updates the puzzle.
4. The window also includes **buttons** that can update the array.
5. The moves are saved in an **array** that is loaded into the **file** when needed.

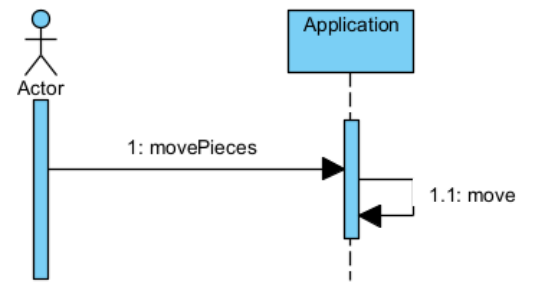
Design class model:



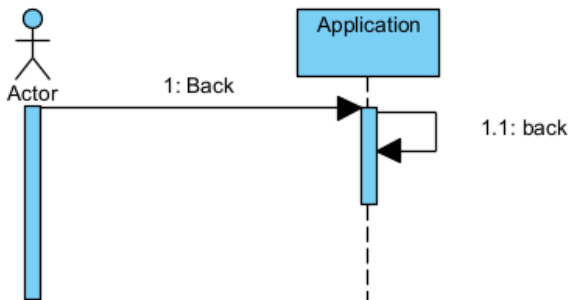
System sequence diagram:



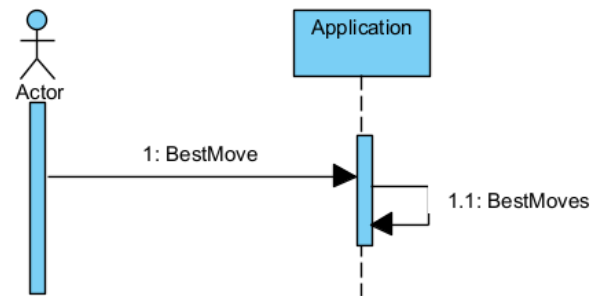
1. Start



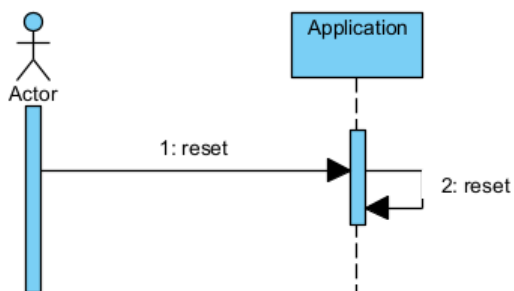
2. Move



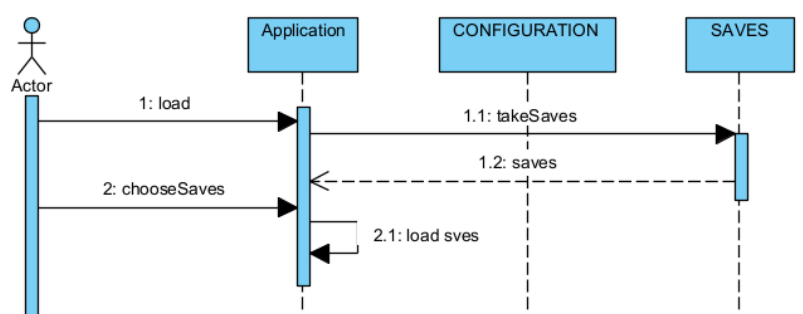
3. Back



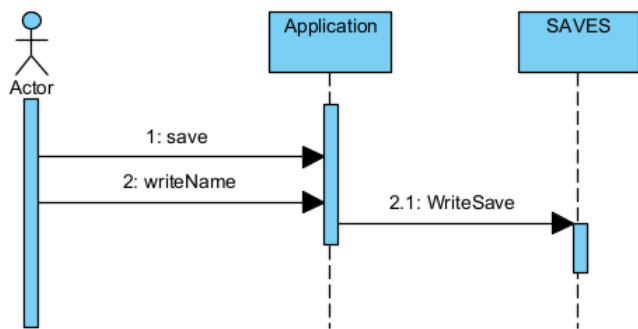
4. Best Move



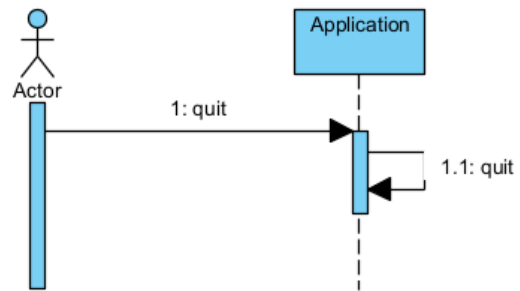
5. Reset



6. Load



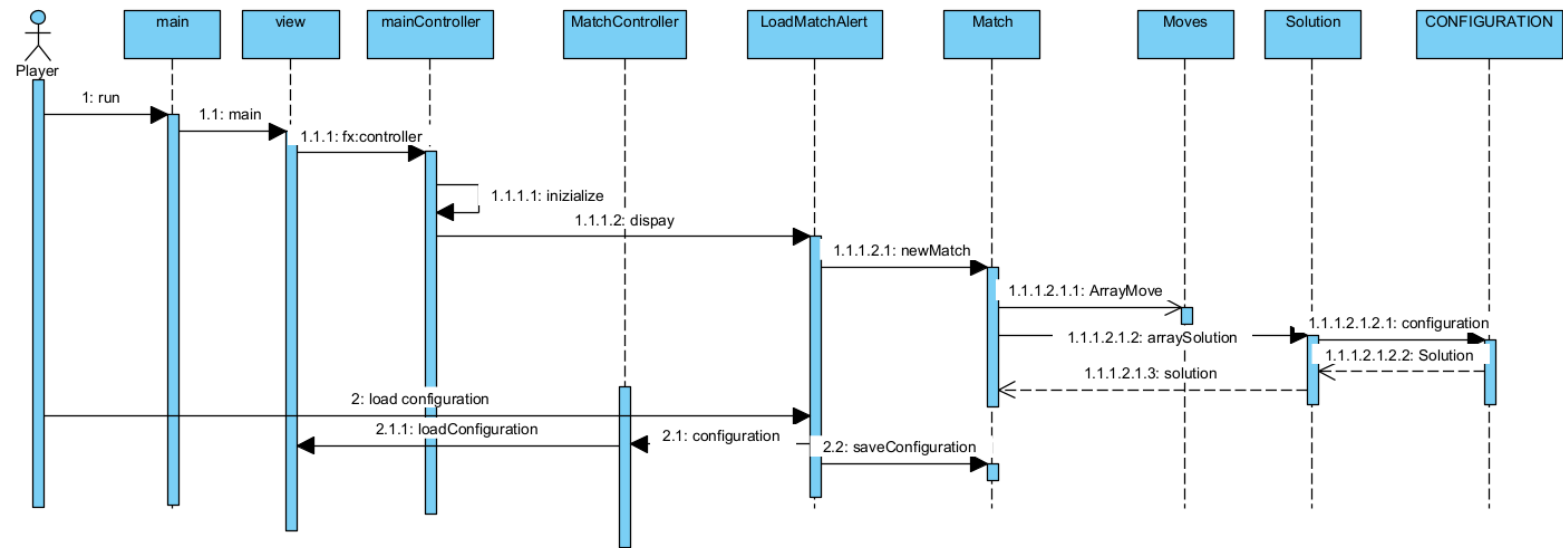
7. Save



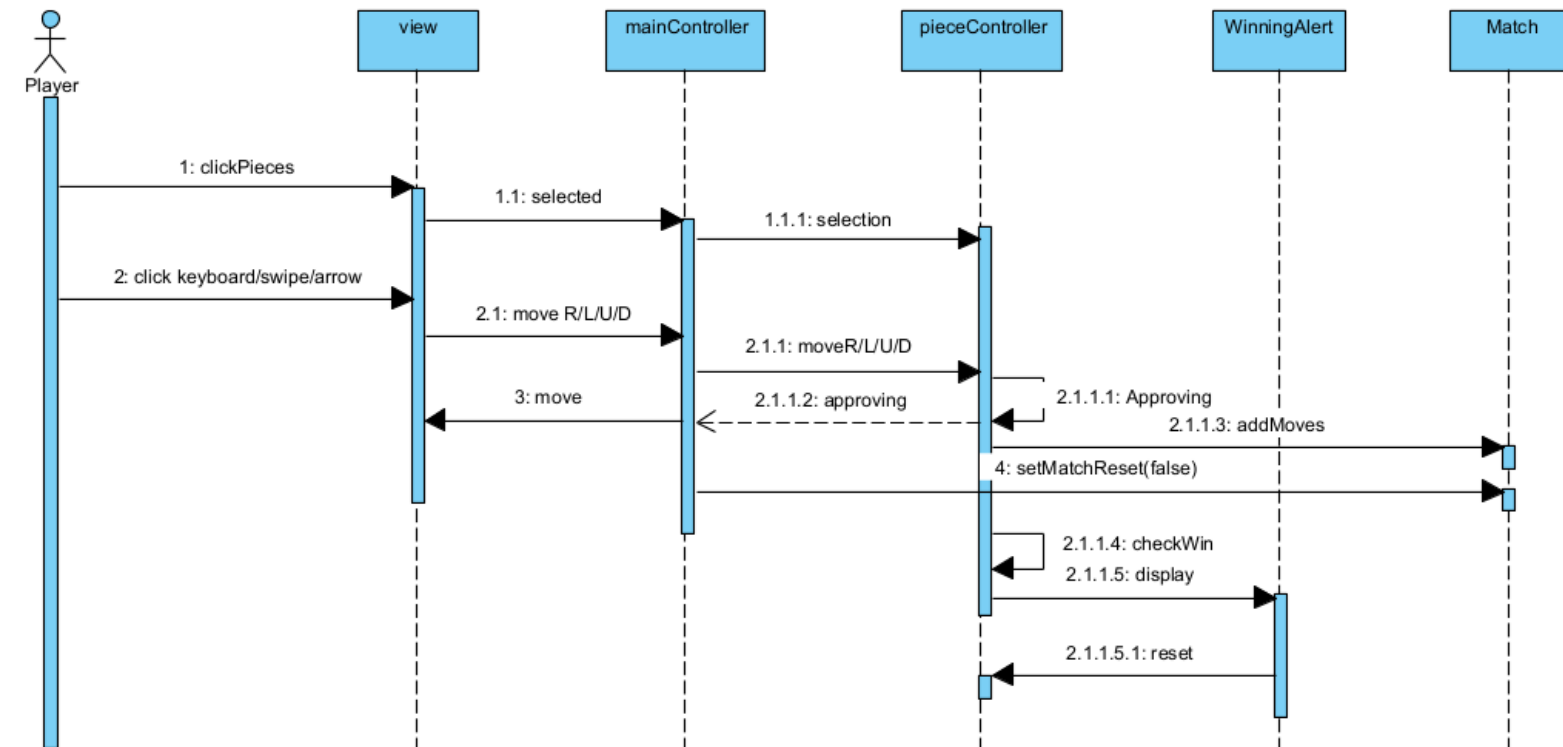
8. Quit

Internal sequence diagram:

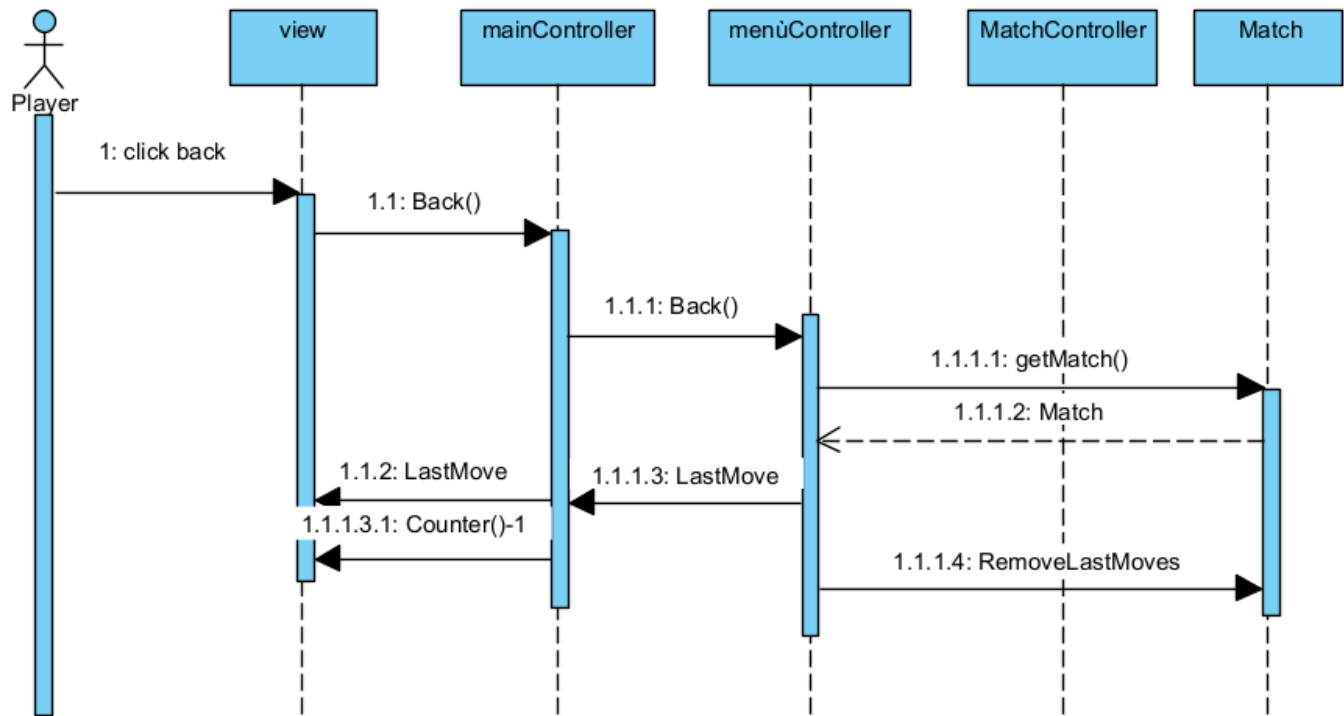
1. Start



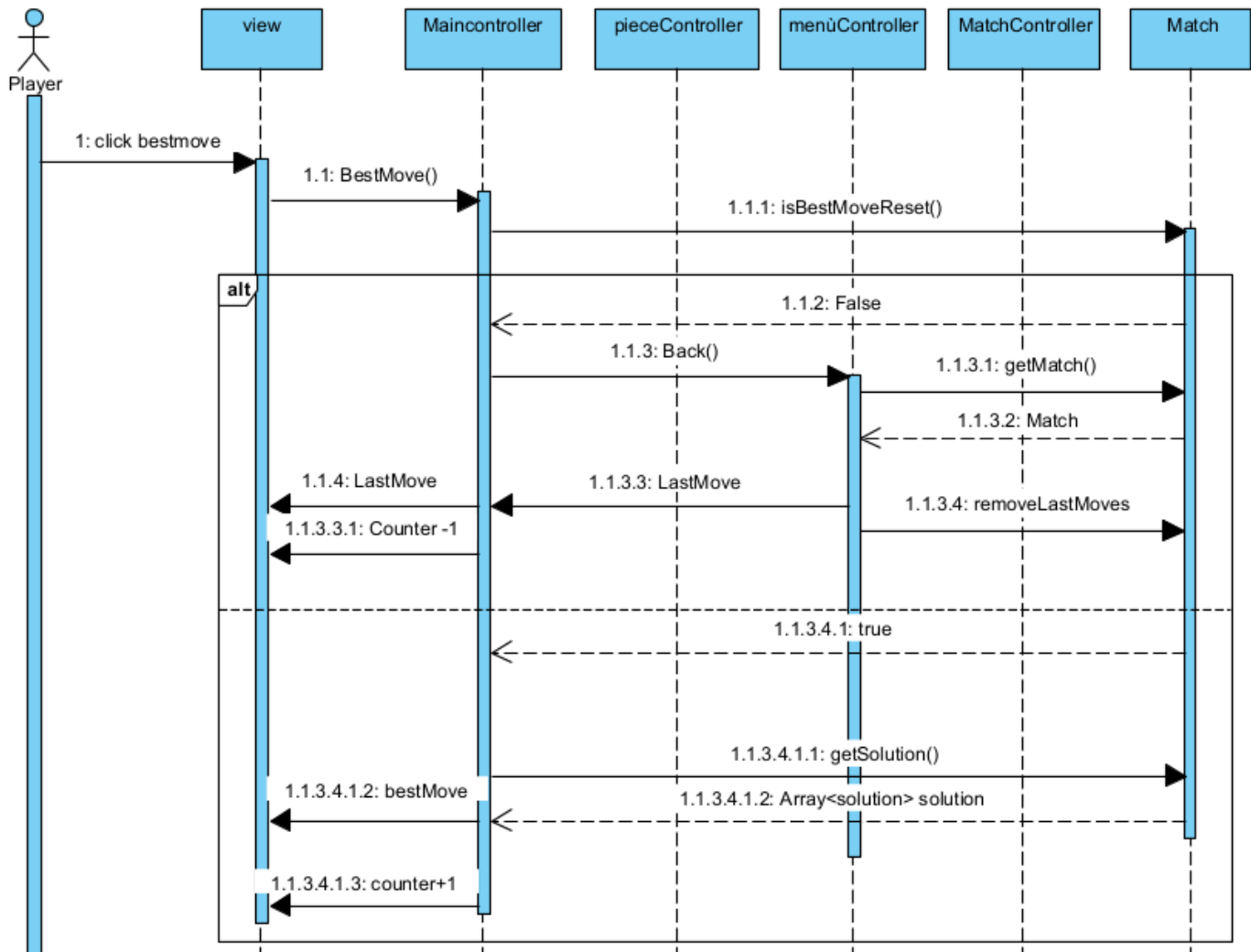
2. Move pieces



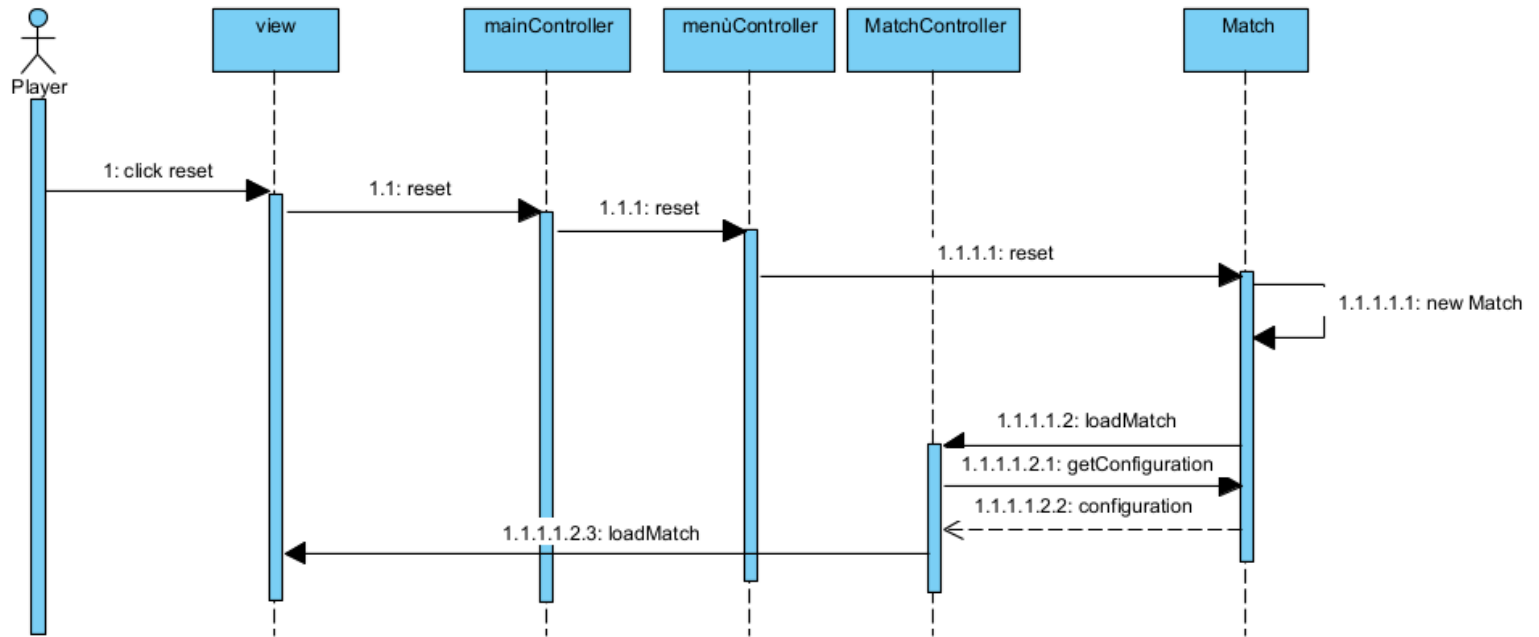
3. Back



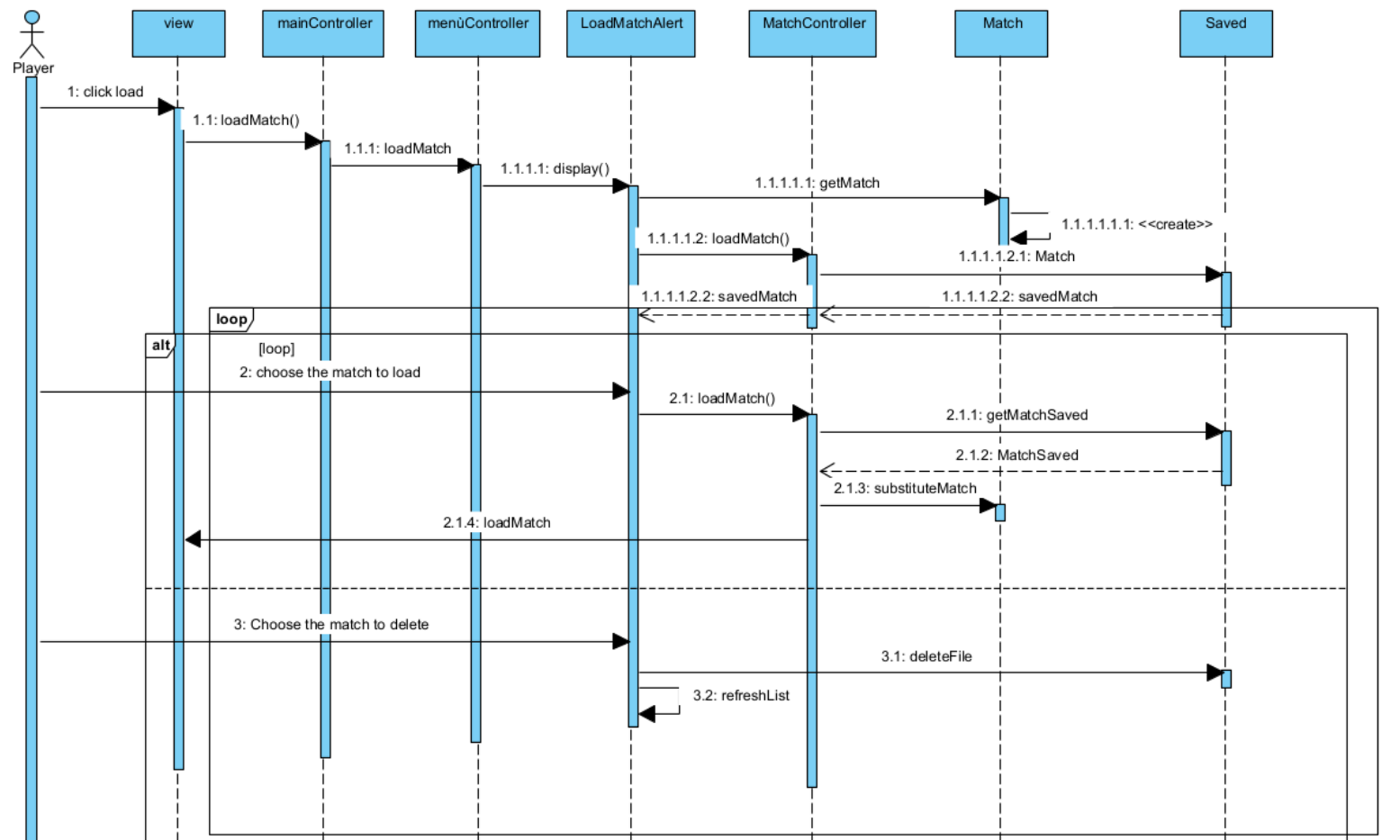
4. Best move



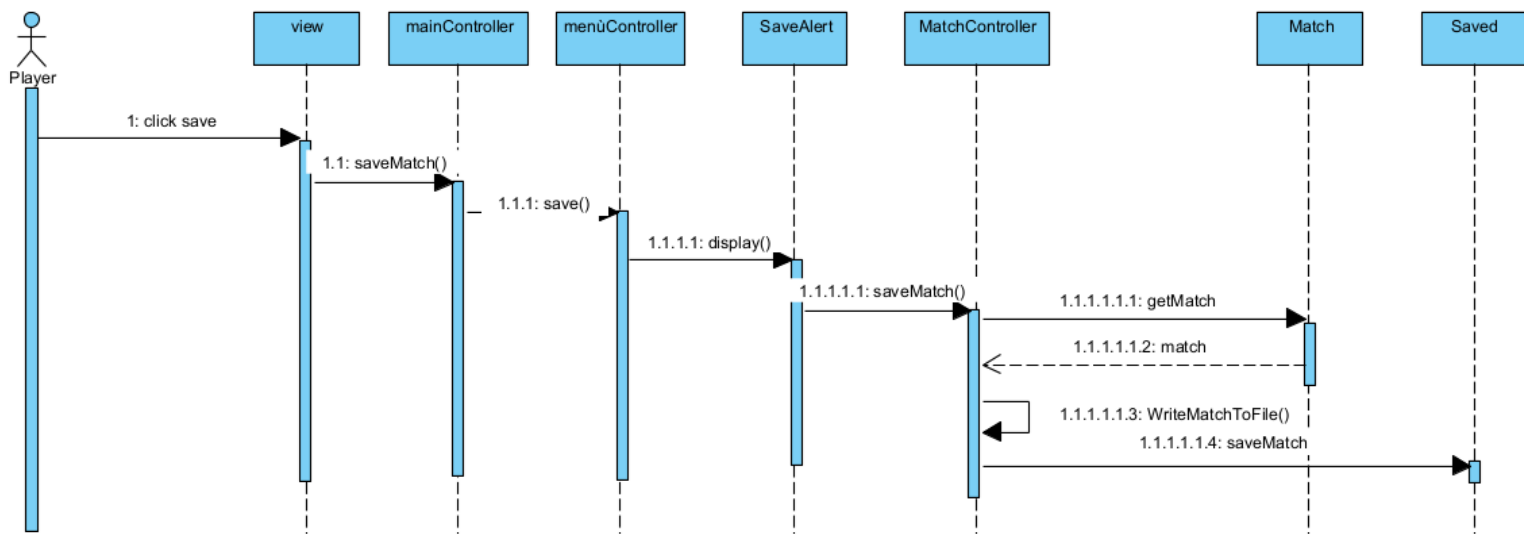
5. Reset



7. Load



6. Save



8. Quit

