

**UMLs: 2048**

Board
- String validInputs + int [][] grid
+ Board() //Default constructor + String toString(int [][]) //Returns the 2d array as a string + void printBoard() //Prints the 2d array as a string + void shiftRight() //Moves all the tiles down + void shiftLeft() //Moves all the tiles left + void shiftDown() //Moves all the tiles down + void shiftUp() //Moves all the tiles up + void newTiles() //Creates new tiles in a random empty index of the 2d array

Gameplay
- int timePassed - int score - boolean lost
+ Gameplay() //Default constructor + timeCounter() //Prints the amount of time passed + scoreTracker() + isLost()