Model	
Knows the level Knows the theme Knows the number of hint chance Knows the number of shuffle chance Knows the score Knows the time Generates and keeps the tile data Finds the path of two tiles Checks for game over	Level Tile

Level	
Knows the height and width of the tile pane Has the ability to upgrade level	

Tile	
Knows its own position in the tile pane	

FinalProjectGameSceneController	
Initializes a model Controls the thread Runs the game	Model Level Tile

TutorialController	
Provides a tutorial functionality Gives auto-hints	Model Tile

GameSaveMenuController	
Saves a model	Model

GameLoadMenuController	
Loads a model and start the game again	Model

FinalProjectMenu	
Provides basic user interface	

startMenu	
Starts the program Starts the FinalProjectMenu scene	

OptionController	
Allows users to set volume, themes and level Allows users to begin a game	

FinalProjectPauseMenuController	
Allows to pause a game Allows to show the save and load menu	

RecordsController	
Shows the top 3 records	