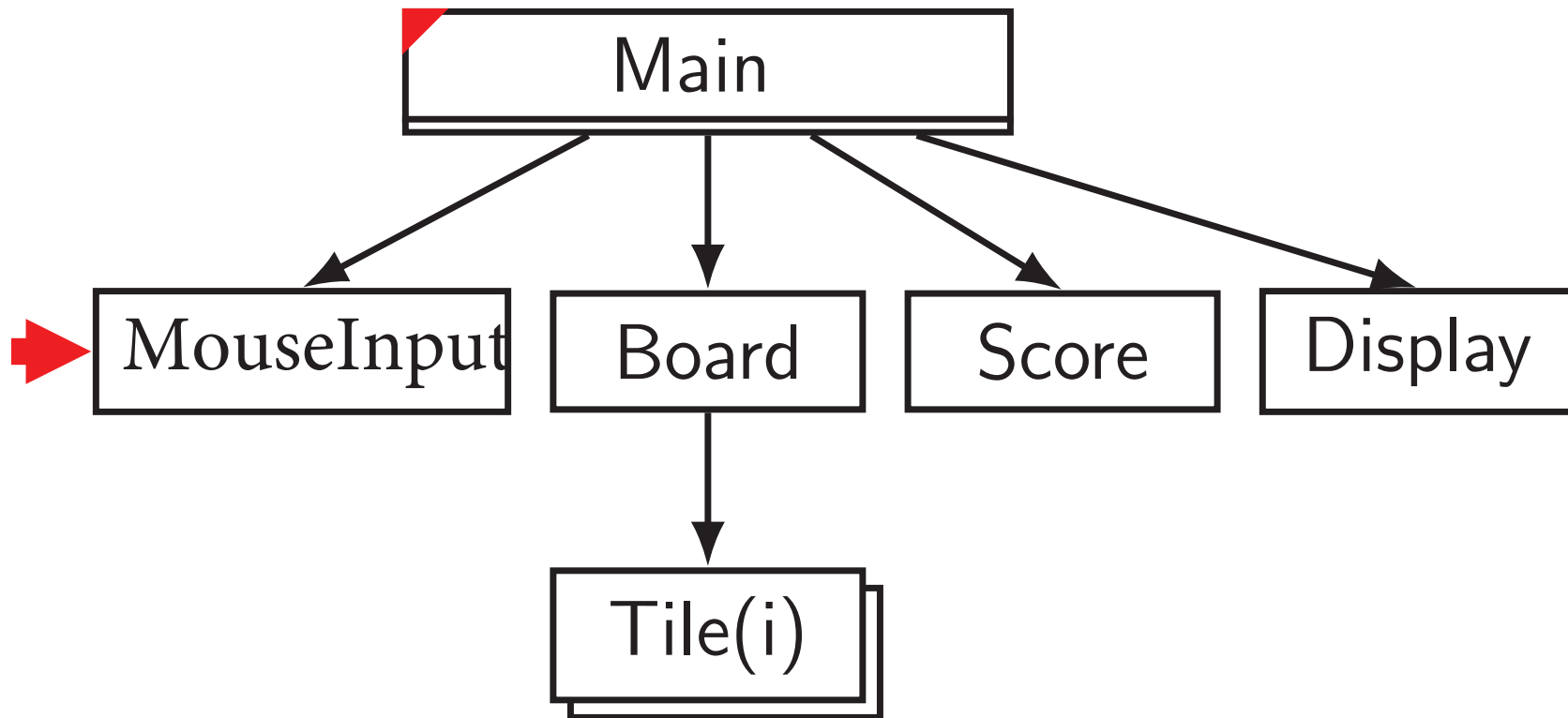# Design

▶ Trigger: update from mouse and/or keyboard

Description

- Main: Starts the game.
- MouseInput: Encapsulates the input from the mouse (updated by events represented by the red trigger arrow)
- Board: Contains the tiles, tracks tile selection
- Score: Tracks the current and longest matching streaks
- Display: The GUI display, updates with information provided other classed
- Tile: The tile objects that are displayed on the board.