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MILESTONE WORK OVERVIEW:

Creates the basic data-structure of the game, consisting of the fundamental Tile class and the Grid class (containing Tile objects). Contains accessor and mutator methods for data elements in the various classes. The next progression after this milestone are mutator methods (or classes) that manipulate the elements in order to stack them.

#	DESCRIPTION	DEPENDENCIES
1	Create Tile class	
2	Create Tile.Tile() constructor methods	1
3	Create Tile.setPower() method	1, 2
4	Create Tile.getPower() method	1, 2
5	Create Tile.toString() method	1, 2
6	Create Tile.isEmpty() method	1, 2
7	Create Grid class	1, 2
8	Create Grid.Grid() constructor methods	1, 2
9	Create Grid.setTile() method	1, 2, 3
10	Create Grid.getTile() method	1, 2, 4
11	Create Grid.toString() method	1, 2, 5