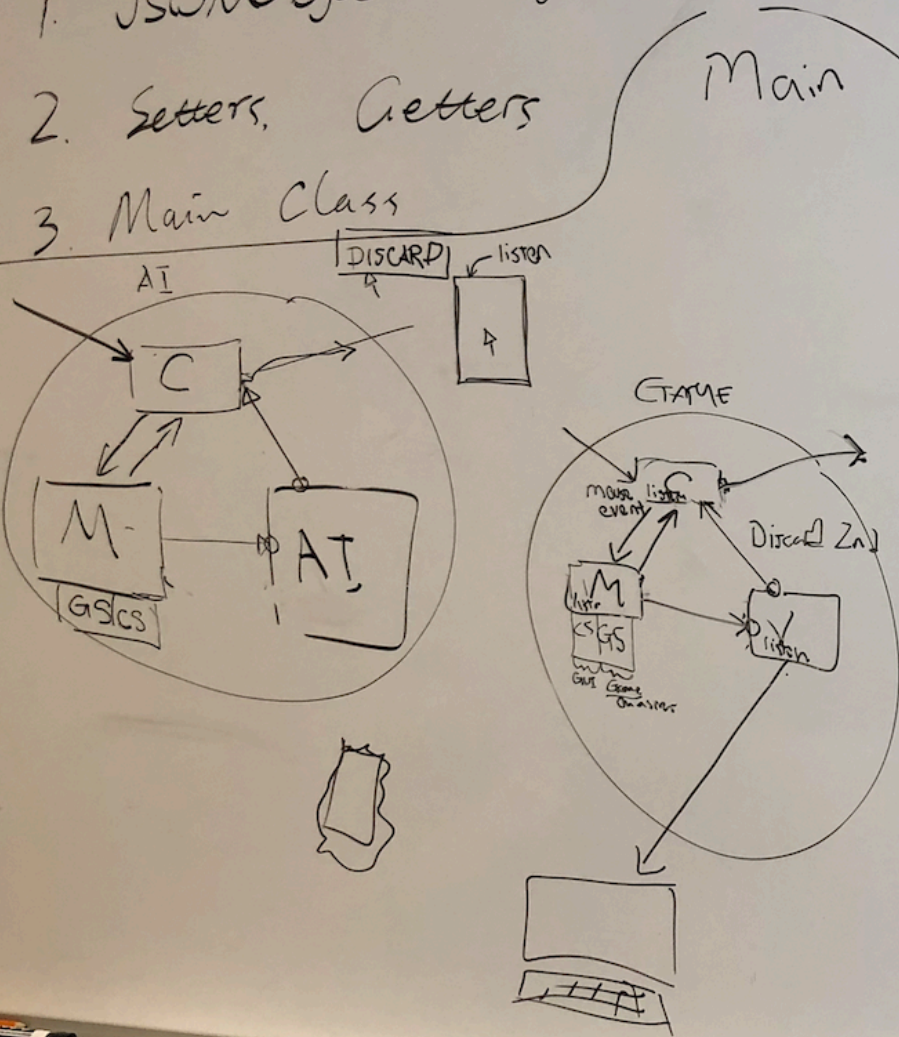


1. JSONObject object

2. Setters, Getters

3. Main Class



Model

Game State	Client State
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devour Stack
update Matrix

find = { findBest Discard()
findBest Play()
findBest Hint()

Logic if then else

R
[0 0 0]
[0 0 0]
[0 0 0]
if are no fuses

[]

