Sequence Diagram : Choose a Starting Tile

```
:GameUI                    :Game                  :Board
```

viewStartingTiles()

viewStartingTiles()

retrieveStartingTiles()

List <startingTile>

showStartingTiles()

selectStartingTile()

selectStartingTile(startingTile)

unblockBoard()

showBoard()

setTilePosition()

setTilePosition(x,y)

addTile(startingTile,x,y)
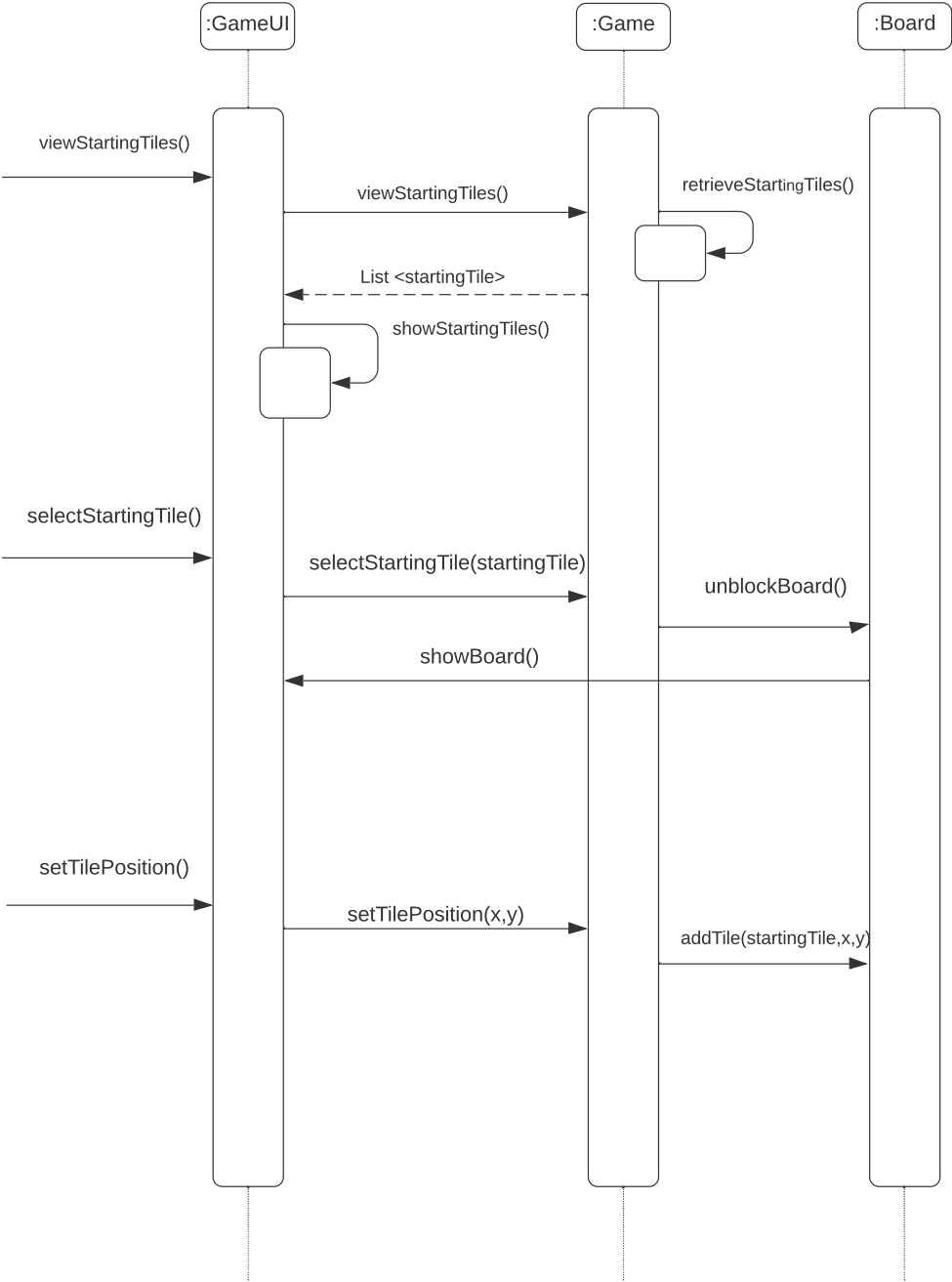
*** retrieves starting tiles from program resources