

+northArea: FlowPanel
+randomness: ComboBox
+initializeGameButton: Butto
+doMoveButton: Button

+doTurnButton: Button

+doGameButton: Button

+showStrategiesButton: Butl

+checkForWinnersButton: E

+strategyPullDown1: Combc

+strategyPullDown2: Combc

+strategyPullDown3: Combc

+strategyPullDown4: Combc

+westArea: GridPanel

+gameText: TextArea

+gameArea: TextArea

+borderPanel: BorderPanel