

# HLA :

layered approach  
divide game

→ UI

→ Logic (Rules)

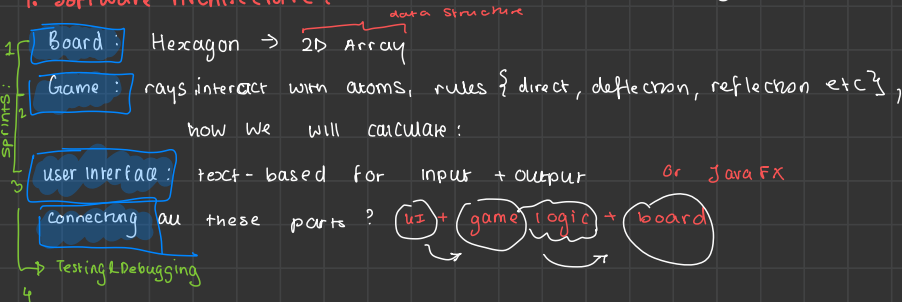
→ Board

→ algorithms for calculating rules

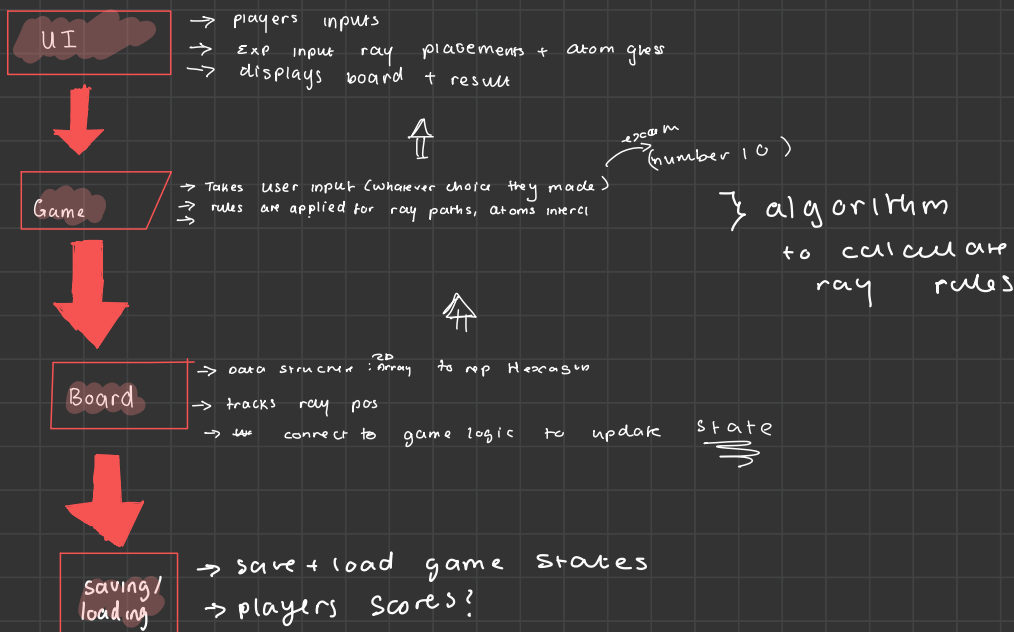
→ implement rules

→ determine if ray is absorbed or ...

## 1. Software Architecture :



## Flow Chart



## Classes ideas

- Board, Ray, Atom, gamelogic, players, UI, saving + loading score