

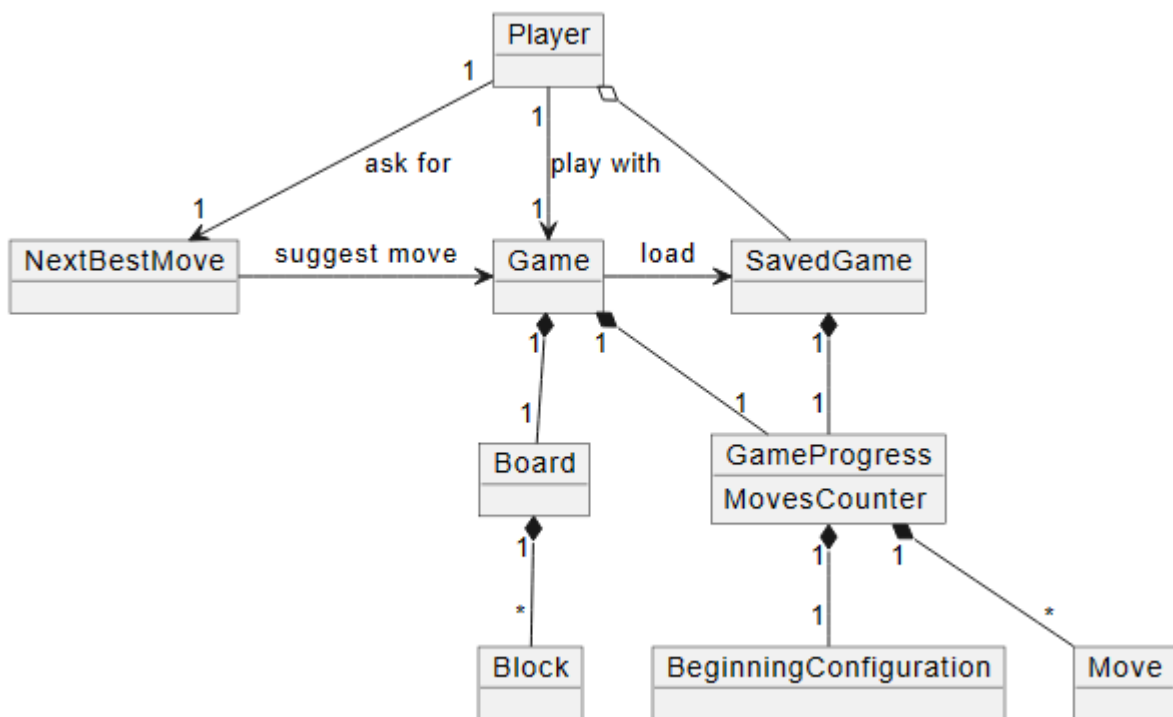
DESIGN DOCUMENT

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1. Domain Model

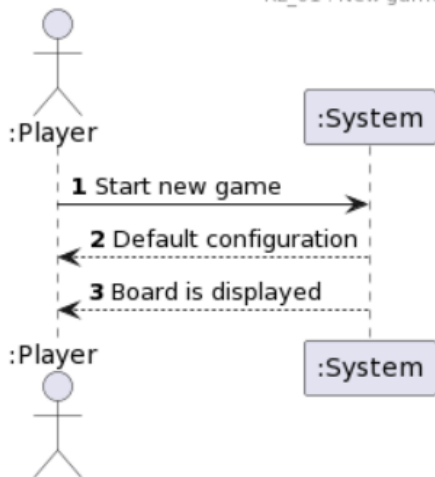
1.1. UML



2. System sequence diagram

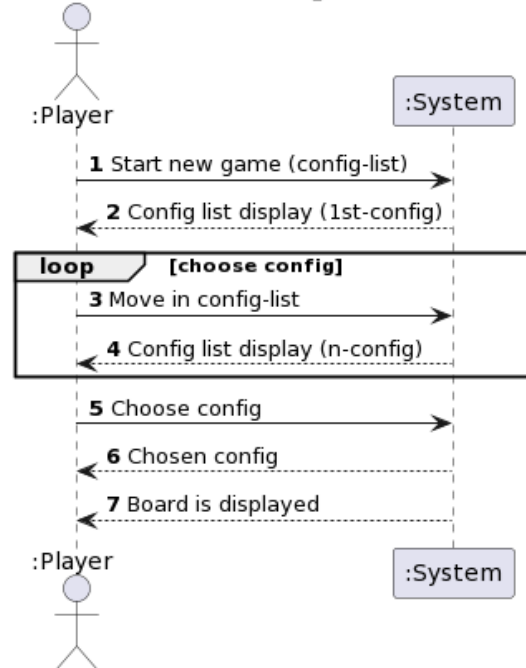
2.1. Start new game

RE_01 : New game



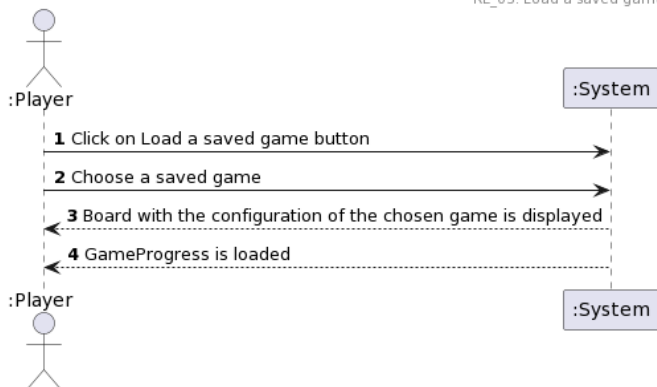
2.2. Choose start configuration

RE_02 : Choose board config



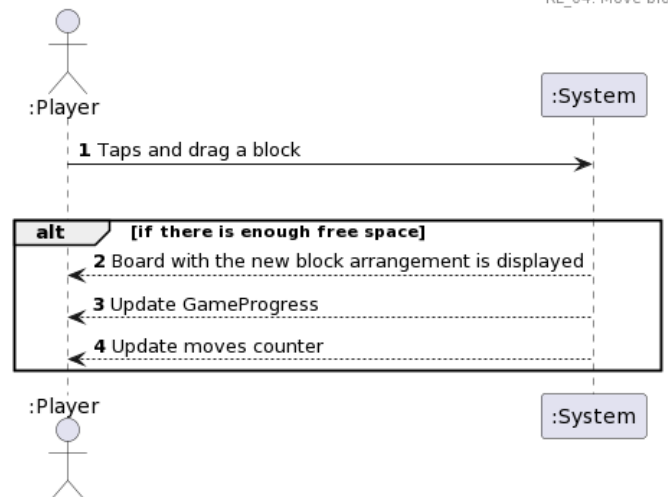
2.3. Load saved game

RE_03: Load a saved game



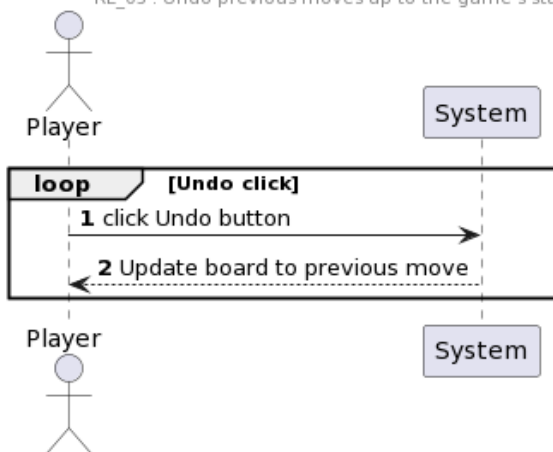
2.4. Move blocks and moves counter

RE_04: Move block



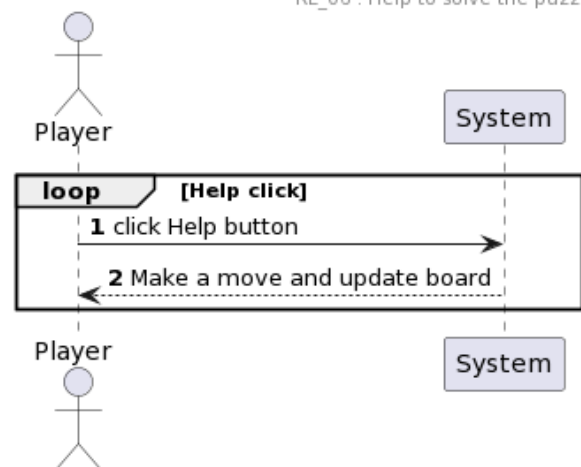
2.5. Undo moves

RE_05 : Undo previous moves up to the game's start



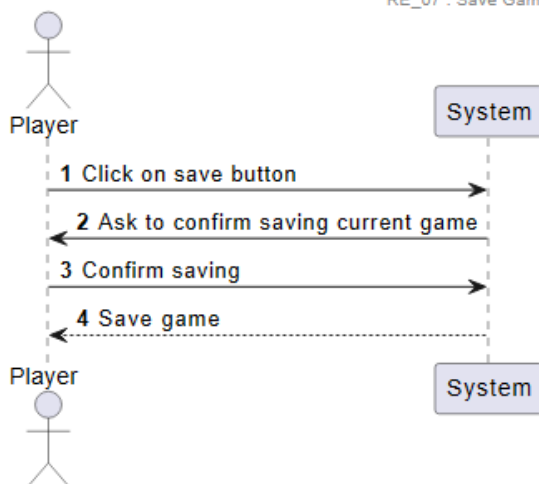
2.6. Next best move

RE_06 : Help to solve the puzzle



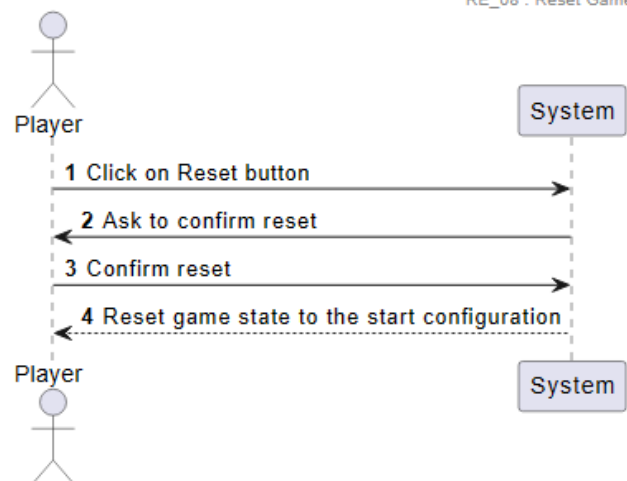
2.7. Save game

RE_07 : Save Game

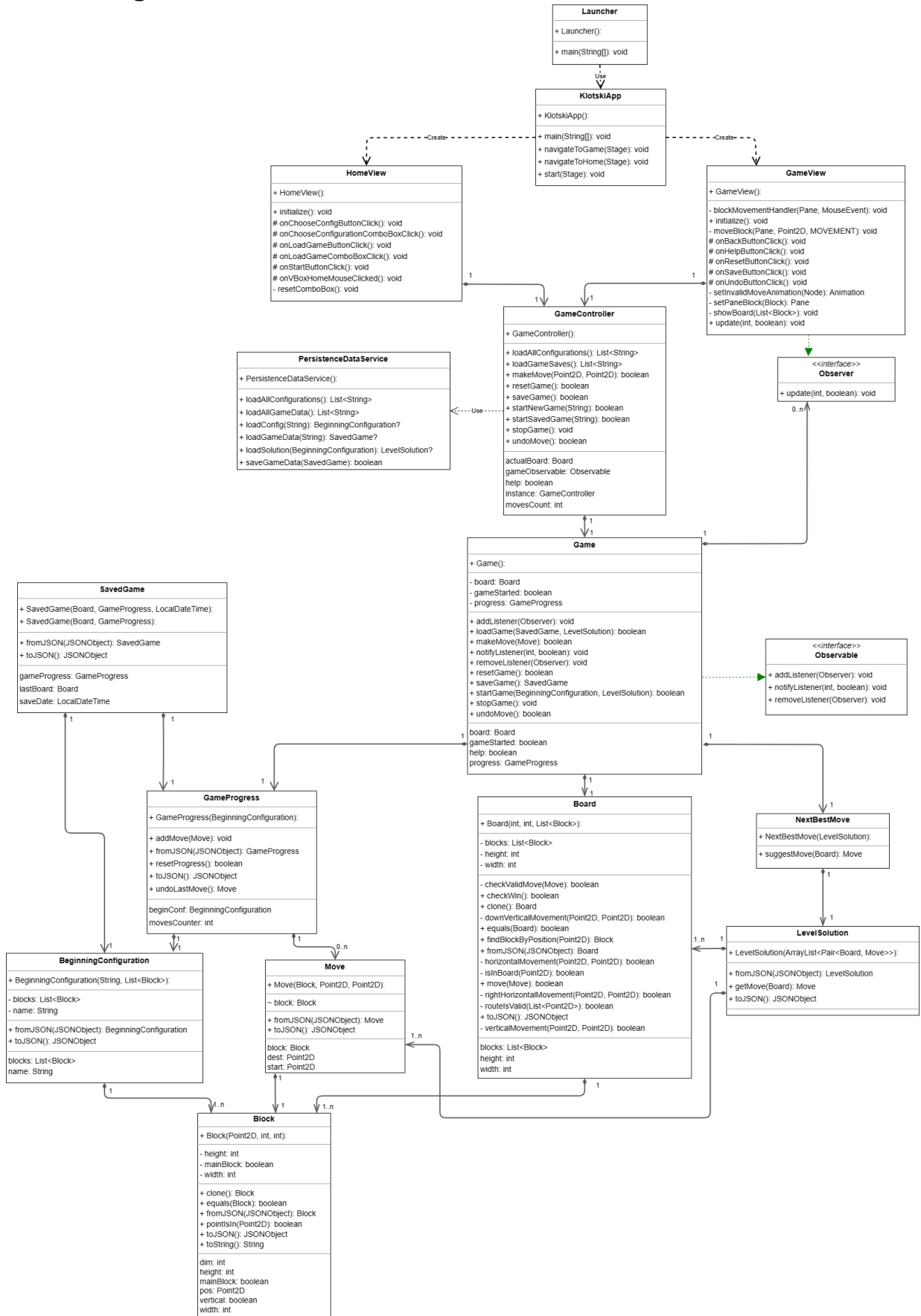


2.8. Reset game

RE_08 : Reset Game

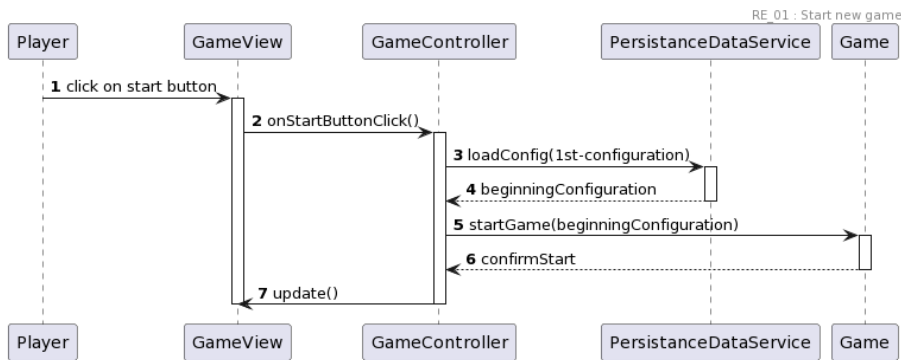


3. Design class model

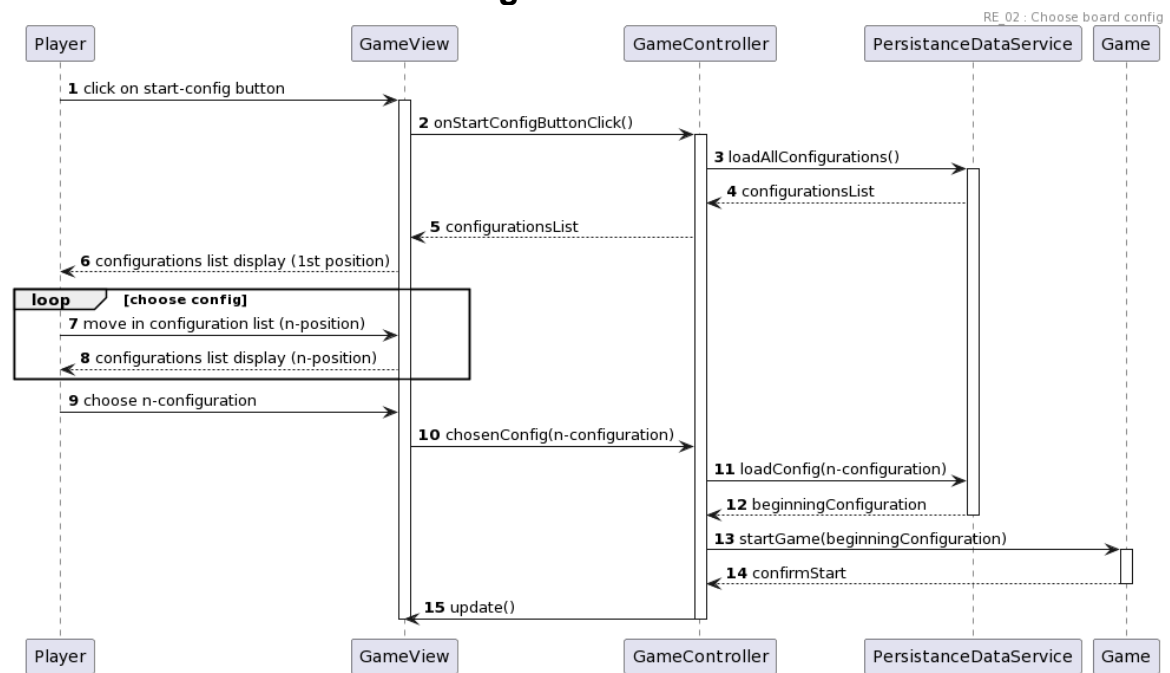


4. Internal Sequence Diagram

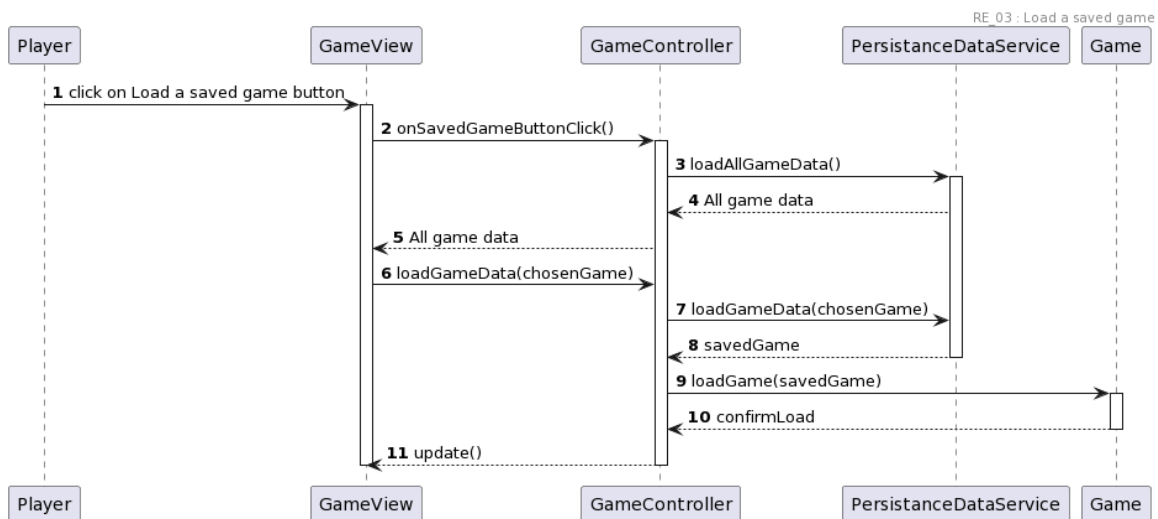
4.1. Start new game



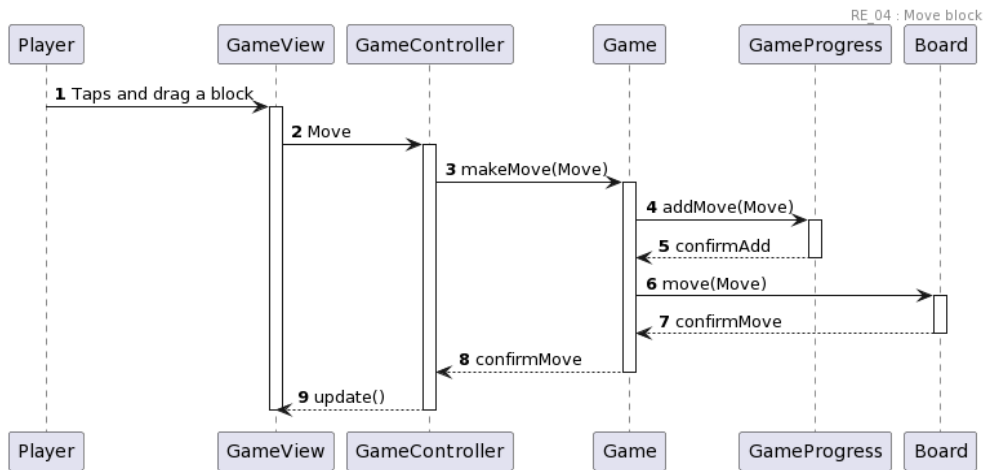
4.2. Choose start configuration



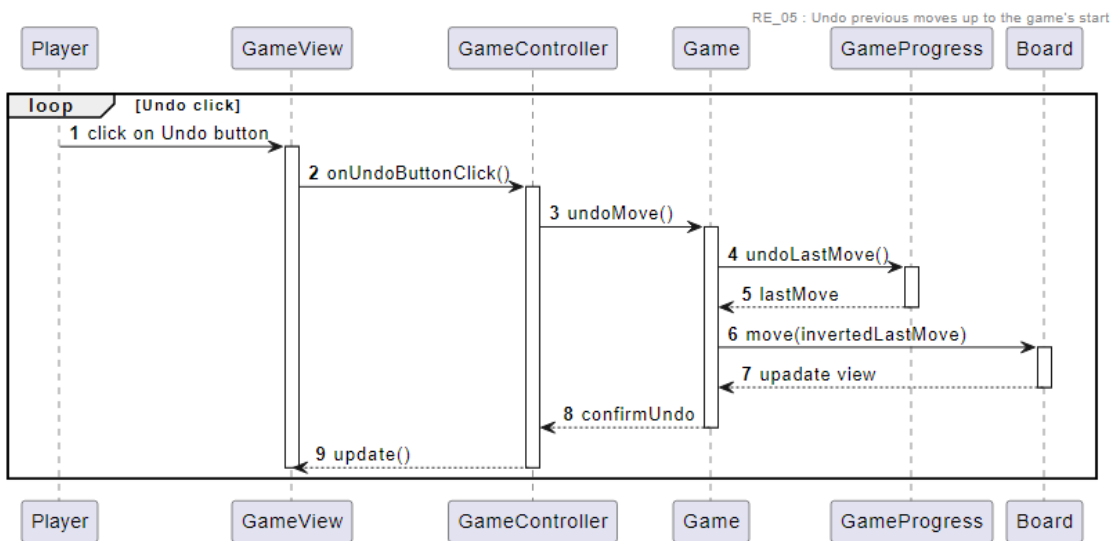
4.3. Load saved game



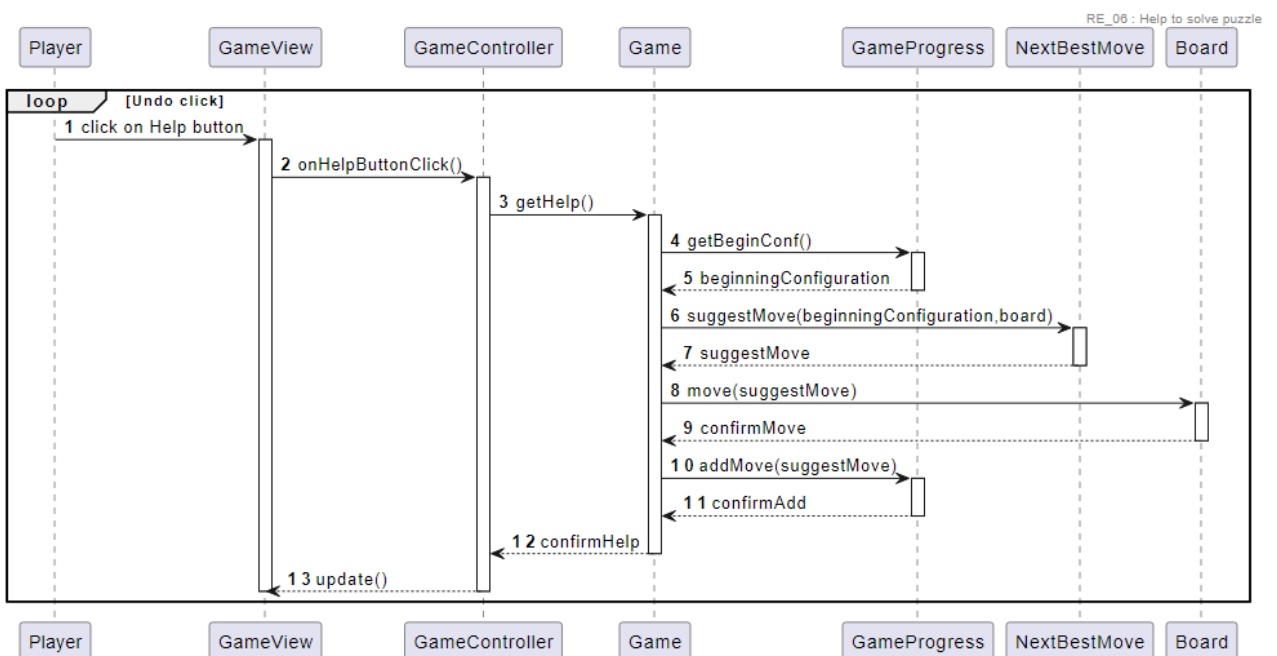
4.4. Move blocks and moves counter



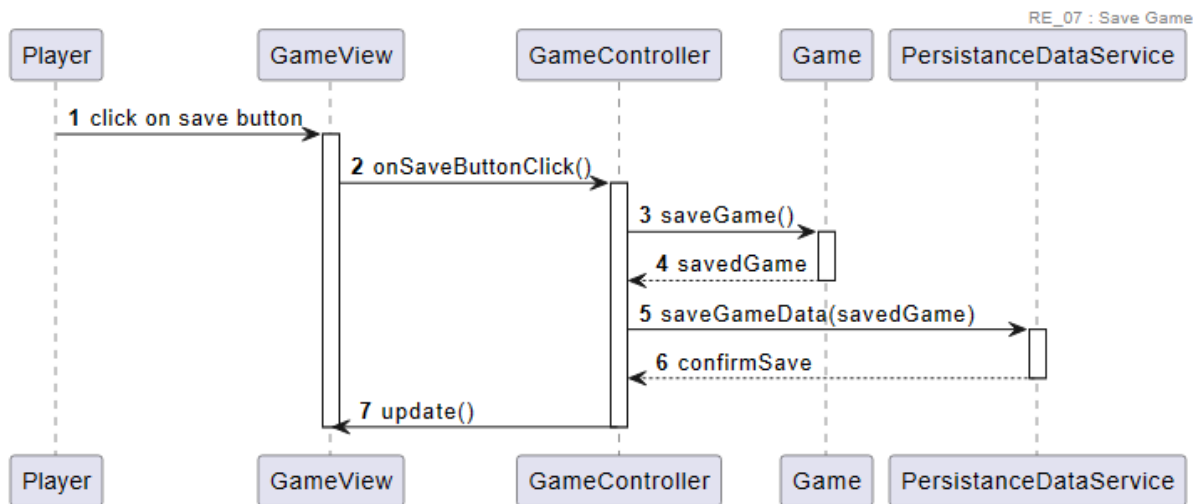
4.5. Undo moves



4.6. Next best move



4.7. Save game



4.8. Reset game

