



Current = newlyPlaced // *Yellow*

```
while (onRight(current)) { // Returns true if right exists
    score++;
    current = next;
}
```

```
onRight(current) {
    if ( // There is something in the grid next to current ) {
        Next = Tile in that position // Blue When Checking
        Right
        return true;
    } else {
        return false;
    }
}
```

IDEAS

- Store x, and y grid coordinate in Tile class
if (grid[current.x + 1][current.y] != EMPTY_SPACE //
'')

But then how can we re-define the next tile without knowledge of its colour

- Grid Class

To hold the:

- Last placed item
- Container of all placed items

Allow us to say does grid[x][y] have a placed tile