Game	
Supperclass(es):	
Subclasses:	
Create board	Board
Create back-	BackgroundTile
ground catalog	Catalog

Item		
Supperclass(es):		
Subclasses: Axe	e, Bone, Eye,	
Leaf, Mask, Mouth, Sun		
Get Sprite Name		

EventHandler	
Supperclass(es):	
Subclasses:	
Check for mouse	MouseEvent
events	Handler
Check for but-	ButtonEvent
ton events	Handler

MouseEventHandler

Supperclass(es):	
Subclasses:	
Capture and	
handle mouse	
events	
ScoreCounter	
Supperclass(es):	
Subclasses:	
Keep track of	Animation
scoring	

	Board		
1	Supperclass(es):		
	Subclasses:		
$\frac{1}{1}$	Read level	String	
	Create random	Board	
	board		
	Find similar		
J	items		
	Remove Tiles		
	Animation		
	Animation		
	Animation Supperclass(es): .		
]			
	Supperclass(es): .	OragAnimation,	
	Supperclass(es): Subclasses: RTLI	OragAnimation,	
	Supperclass(es): Subclasses: RTLI TTBDragAnimati	OragAnimation, on	
	Supperclass(es): Subclasses: RTLI TTBDragAnimati Start Animation	OragAnimation, on EventHandler	
	Supperclass(es): . Subclasses: RTLI TTBDragAnimati Start Animation Update Anima-	OragAnimation, on EventHandler EventHandler,	

MainScreen		
Supperclass(es): JLayeredPane		
Subclasses:		
Draw Grid	Board	
Board		
Refresh Board	Board	
Print and Up-		
date Score		

ButtonEventHandler		
Supperclass(es):		
Subclasses:		
Capture and	•••	
handle button		
events		