Game	
Supperclass(es): ...	
Subclasses: ...	
Create game window	...
Create board	Board
Create player	Player

Tile	
Supperclass(es): ...	
Subclasses: ...	
Load Image	...
Draw Tile	...

EventHandler	
Supperclass(es): ...	
Subclasses: ...	
Check for mouse events	MouseEvent Handler
Check for button events	ButtonEvent Handler

MouseEventHandler	
Supperclass(es): ...	
Subclasses: ...	
Capture and handle mouse events	...

ScoringSystem	
Supperclass(es): ...	
Subclasses: ...	
Keep track of scoring	Move

Board	
Supperclass(es): ...	
Subclasses: ...	
Read level	Level
Create grid	Grid
Draw board	Tile
Move Tiles	Move

Move	
Supperclass(es): ...	
Subclasses: ...	
Check for movements	EventHandler
Move animation	Tile, Grid

Player	
Supperclass(es): ...	
Subclasses: ...	
keep track of score	ScoringSystem

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

Level	
Supperclass(es): ...	
Subclasses: ...	
Read Level from file	...