**Keep track of information**

1. The score or number of moves/clicks

* Only changes when the user clicks the start button

1. The innerHTML of the tiles the user clicked
2. The position of the empty tile and the tile the user clicked

(for knowing whether if the tile the user clicked is adjacent or not)

**Steps for each task for each function**

1. Initialize

* Reset the whole program, this includes:
  + Change/create the table in its solved state or in its shuffle state if I do the enhancement
  + Give each cell in the table HTML(all 16 tiles)
  + The instructions
  + Change the score back to 0

1. Reset

* Stop counting moves/clicks
* Create a new puzzle(enhancement)

1. Click

* Check if the user press Start button
  + Register the first tile the user clicked
  + Compare/check if the adjacent tiles on the table
    - If adjacent, the first tile will move to the empty tile, add one move.
    - If not adjacent, do nothing and do not add move

1. Start

* Allow to change the number of moves/clicks

1. Win

* Tell the reader that they’ve completed the puzzle.

**The user interface**

