Class Diagrams: [Link to UML Class Diagram](https://drive.google.com/file/d/1F62lAmu83wmsCYCdnDY6cb6q5O1SiakL/view?usp=sharing)

Objects:

* BoardElement is an abstract base class for Square and SubGrid
* Square defines an individual tile on the Sudoku GameBoard
* GameBoard is the class containing every square and the Move stack. This class maintains the game board’s state and checks if each each sub-grid is correct.
* Move is a class that maintains information related to a specific move. The GameBoard will maintain a stack of Move to facilitate undo-redo operations

Notable Changes: Removed SubGrid class in favor of holding all of the Square objects within maps within the GameBoard