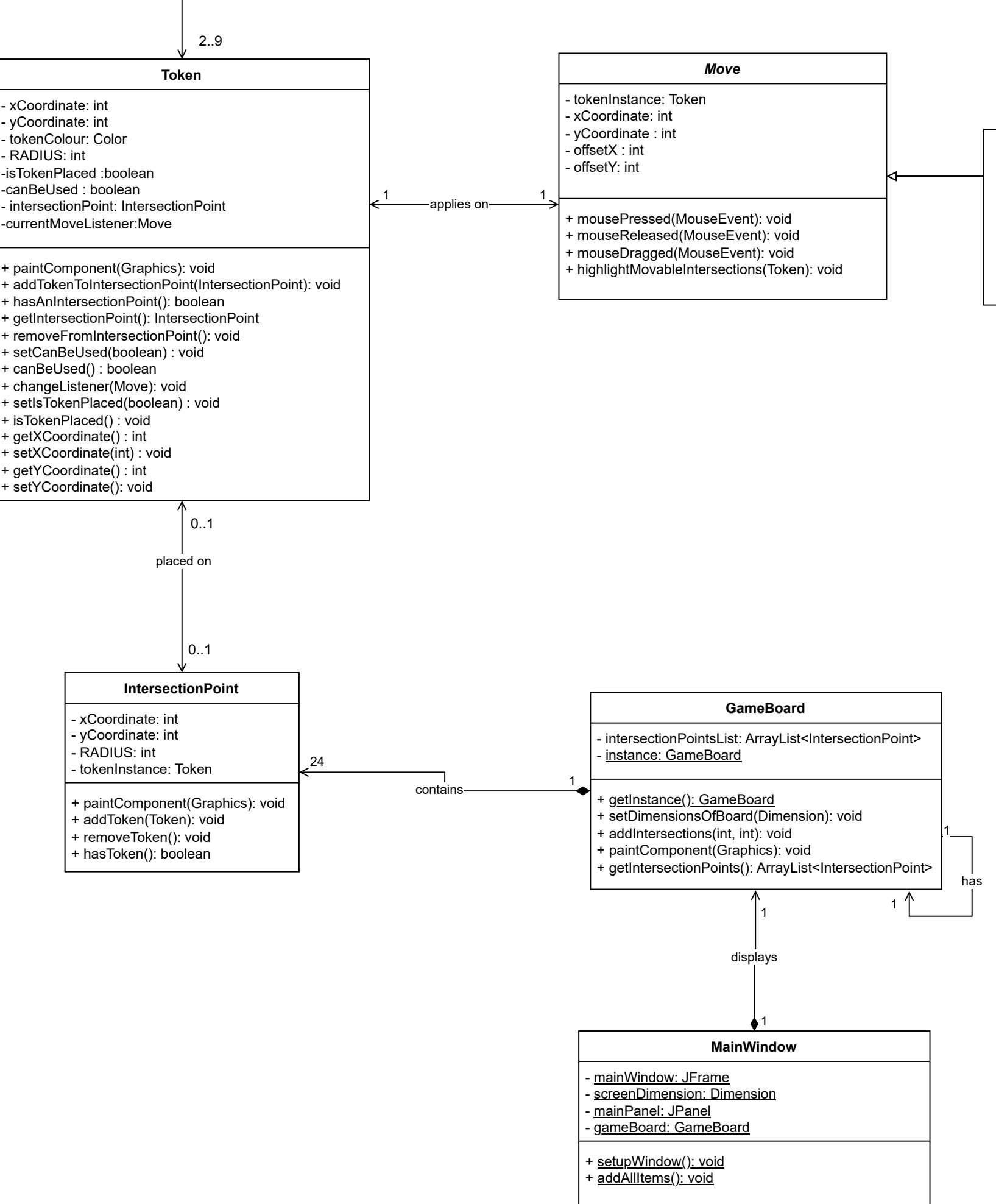


RemoveToken
+ mousePressed(MouseEvent): void + highlightRemovableTokens(Token): void





+ removeToken(token): void

**FlyingMove**

+ highlightMovableIntersections(Token): void

**SlidingMove**

+ mousePressed(MouseEvent): void