CRC Cards: 15-Puzzle

Game	
• Run the loop, count moves, stop when solved • Ask Player for a command and apply it to the Board • Tell View to render / show messages	• Board • View • Player

Board	
• Hold tiles • Shuffle (solvable) • Validate / apply moves • Report solved	• Game

View (console)	
• Render board and moves • Show "invalid" and "you win"	• Game • Player

Player	
• Provide the next move when asked	• Game • View