**CRC Cards: 15-Puzzle**

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| **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 |

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

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| **View (console)** |  |
| * Render board and moves * Show “invalid” and “you win” | * Game * Player |

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| **Player** |  |
| * Provide the next move when asked | * Game * View |