Timer:

* Create panel plass
* Create logic class – update number in timer every second
* Run in own thread?

Hints:

* Create panel class
* Generate new list of hints each time user makes a move (separate thread?)
* If they click the ? in the panel, cycle through LinkedList of moves

Undo/redo moves:

* Create each panel
* Create logic -> two stacks (one for undo/redo)
* When move made, push to undo
* If undo clicked, push to redo
* Other appropriate logic