



- DisableMoveButtons(): void
- EnableMoveButtons(): void
- validMove(): Boolean
- PlayHPThemeSong(): void
- PlayGryffindorYell(): void
- PlayHufflepuffYell(): void
- PlaySlytherinYell(): void
- PlayRavenclawYell(): void
- PlayCorrect(): void
- PlayIncorrect(): void
- PlayWin(): void
- PlayLose(): void
- StopMusic(): void
- ChangeColorsToMatchPlayer(): void
- ChangeQuestionGradient(): void
- ChangeQuestionTextColor: void
- ChangeGridChoicesColor(): void
- UpdateInstructions(): void
- ChangeQuestionInstructionsText()
- ChangeTipsText(): void
- RemoveTextInAnswerBox(): void
- BtnClearAnswer\_Click(object sender, RoutedEventArgs e): void
- LoadGame(string boardStateFullString, string playersPosition, string houseName): void
- ConvertSingleStringTo2DString(string boardStateFullString): string[][]
- LoadRoomStates(): void
- ColorAtCoordinate(int row, int col, SolidColorBrush br): void
- MnuLoad\_Click(object sender, RoutedEventArgs e): void
- MnuSave\_Click(object sender, RoutedEventArgs e): void
- FillTheBeginning(): void
- FillTheEnd(): void

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+ LoadSaveData(): void
+ GetBoardSave(): string
+ GetBoardPosition(): string
+ GetBoardHouse: string
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