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| Program #2 | Initial Planning Document  James Scott  Colin Riley  Stephen Belden  Shaya Wolf  Neil Carrico  03/25/2016 |

**Project 2**

We updated the UML diagram to match the Tile class that was actually created. This diagram is included in this planning document. The design of the rest of the classes has not changed. The Tiles are now interchangeable between the Tile slots. A Tile can be moved from the starting slot to a game board slot, from a game board slot back to the starting slot, to other slots on the game board, and from a starting slot to another starting slot. Empty Tiles are grey while occupied Tiles are white, selected Tiles are green, and occupied Tiles have an integer ID on them. Selected Tiles used to be selected on –click and have been changed to on-select to increase the reliability of clicking on a Tile. Tiles on the game board no longer have borders on them so that they can be matched with adjacent Tiles. The code was altered to remove redundancies and to make it more readable.

**Future Plans**

An image will have to be laid onto the Tile so that they can be matched with other Tiles. Win conditions and legal/illegal moves will have to be enforced. The reset button will have to reset the same game and the new game button will have to create a new maze. Meeting times continue to fluctuate based on class schedules and class presentations.

**UML**

GameWindow

+ << constructor>>GameWindow

+ actionPerformed (actionevent)

+ setup(void)

+ addButtons(GridBagConstraints)

+ setClicked(Tile)

+ newButton: JButton

+ resetButton: JButton

+ quitButton: JButton

+ lastClicked: Tile

<<Interface>>  
Action Listener

Tile

+ isEmpty(): Boolean

+ makeEmpty():void

+ makeLive():void

+ switchState():void

+ reset():void

+ mousePressed():void

-ID: int

-isEmpty: Boolean

**Uses**

JFrame

JLabel

<<Interface>>  
Mouse Listener