|  |  |
| --- | --- |
| 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.

**Future Plans**

**UML**

GameWindow

+ newGame() : void

+ reset() : void

+ quit() : void

- button : button

- grid : tile [] []

Tile

+ setLoc(p : Point) : void

+ getLoc() : Point

+ setOrient(v : int) : void

+ getOrient() : int

- blockPic : Image

- loc : Point

- correctLoc : Boolean

---

- side : (Point, Point)

- orient : int

- correctOrient : Boolean