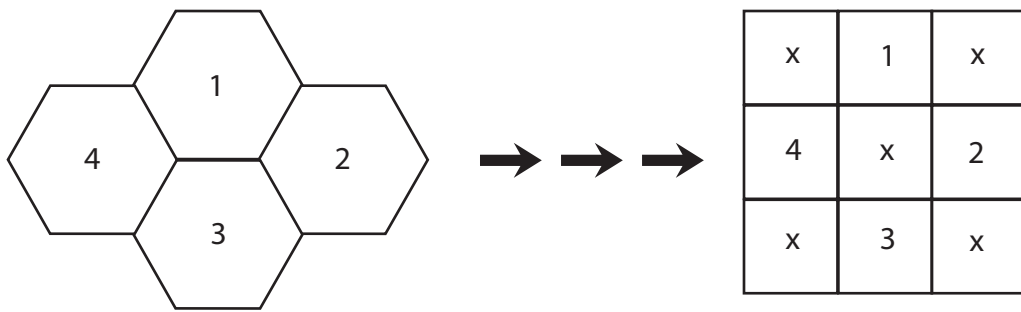
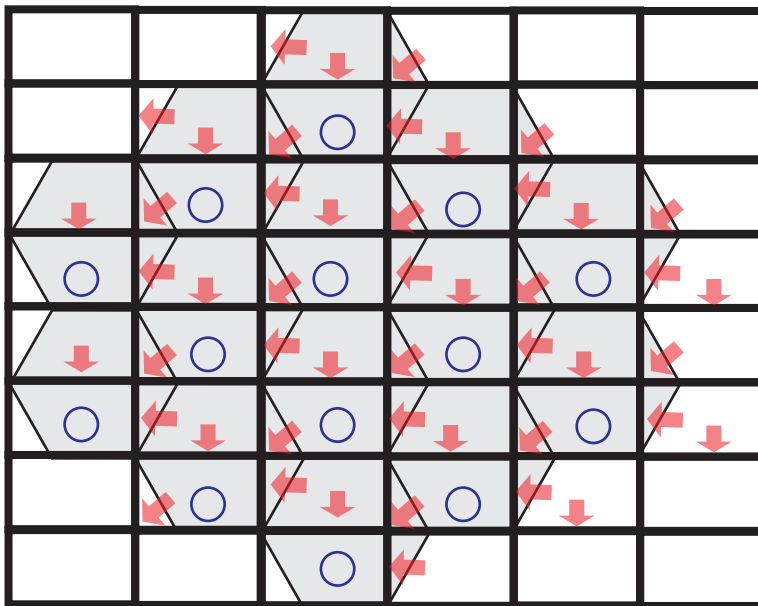


Hexagonal Board Model Structure



in order to account for staggered columns, and that each space has 6 adjacent spaces, we add a null space between spaces on the vertical axis. note that this gives the board a one-to-one correspondance with the Cell Model Structure...for the most part.

Hexagonal Cell Model Structure



○ = contains Hexagon image

↓ = reference to other cell

JFrame uses a rectangle based system. so buttons of true Hexagonal shape don't exist. Instead, we use a predictable pattern to contain references to hexagon shapes. if the cell contains a portion of a hexagon and a point is sent to it, it will check to see if either the contained hexagon contains the click point, or if the any of the referenced hexagons contains the click point.