Hexagonal Board Model Structure

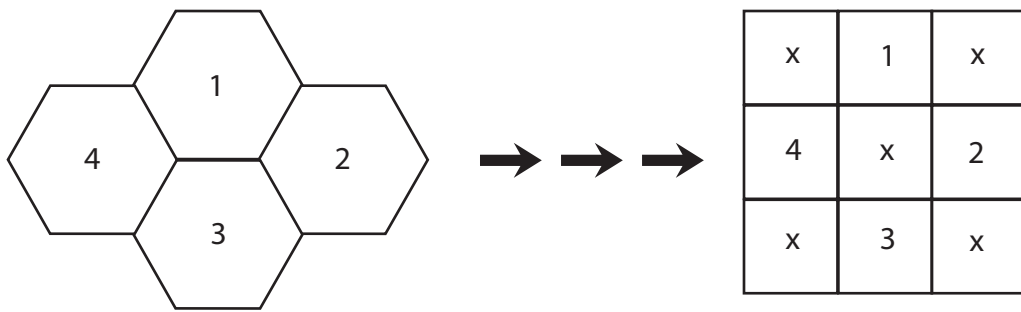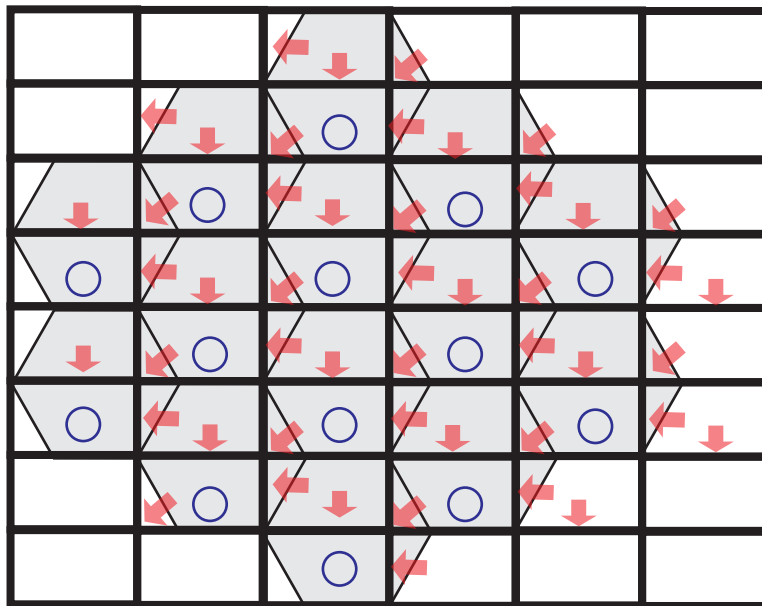| x	1	x
4	x	2
x	3	x

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. When a point is clicked corresponding indices are used to find the grid cell that is clicked. If the cell contains a hexagon, we check to see if the hexagon contains the point. Else, we check the referenced cells to see if their hexagons contain the point.