**Final Color Buster Project**

**Implemented Features**

* In the current model, the goal of the game is simply to achieve as high a score as possible before there are no moves left. When no moves are available, the game presents a window that informs of this as asks to start a new game.
* One tile, cyan, was removed for this iteration to remain consistent for the design.
* For the game to function, the match number selected from the dropbox window must be carried carried through the GameView, BoardView and Controller. When the match number is picked and the “New Game” button, the window will close and re-open with a new, applicable board, whether the game is going or not.
* With every cleared tile, the score is updated with a formula in the BoardView. Every tile needed to match is 100 points and every additional tile in a match is 50 points. The score is saved within saved within the ScoreView, added with each clearing, and displayed at the top of the game.

**Possible Future Implementations**

* Adding a star tile for each color and giving it a “clear all” function, adding 50 points per cleared tile
* A button to stop the game and change the view to a scoreboard, which saves each high score per match game
* Expanding the size to 10x10 and 12x12 games (with scoreboards adjusted to each size)