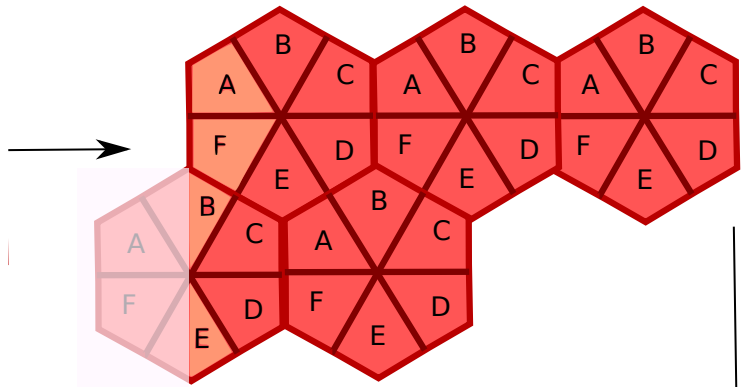
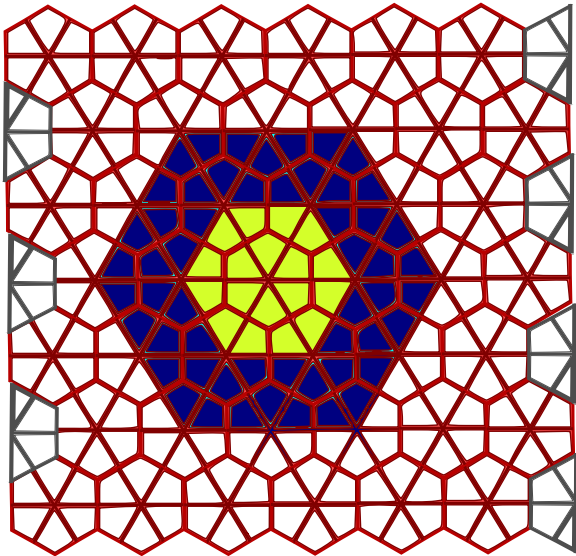


A **Board** is a 2D array of **Elements**.
The 1st column of the array is in yellow.

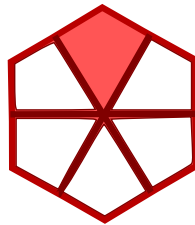
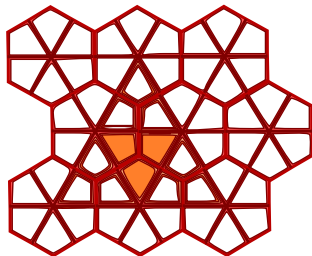
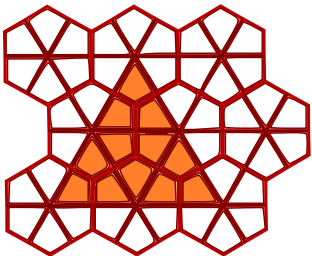


When displayed on screen the **Elements** will be drawn as small diamond shapes arranged in hexagons. Each **Element** has an identifier to help with pattern matching.

Below is a representation of the **Board** and the **Elements** it contains. Notice the pattern in grey which is repeated across the board. We will use this pattern when building **Board** objects.



A	B	C	A	B	C	A	B	C
F	E	D	F	E	D	F	E	D
B	C	A	B	C	A	B	C	A
E	D	F	E	D	F	E	D	F
A	B	C	A	B	C	A	B	C
F	E	D	F	E	D	F	E	D
B	C	A	B	C	A	B	C	A
E	D	F	E	D	F	E	D	F



An **Element** has these fields:

- an Id
- a color
- an "enabled" flag.
- a "matched" flag. To indicate if it has already been matched to a Piece

A **Piece** that the user has to place on the Board is a 2D array of **Elements**. Each **Element** has an "enabled" attribute used to indicate if it needs to be drawn.