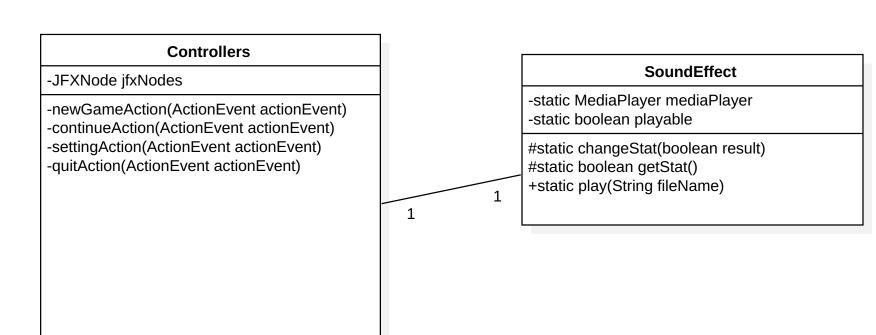
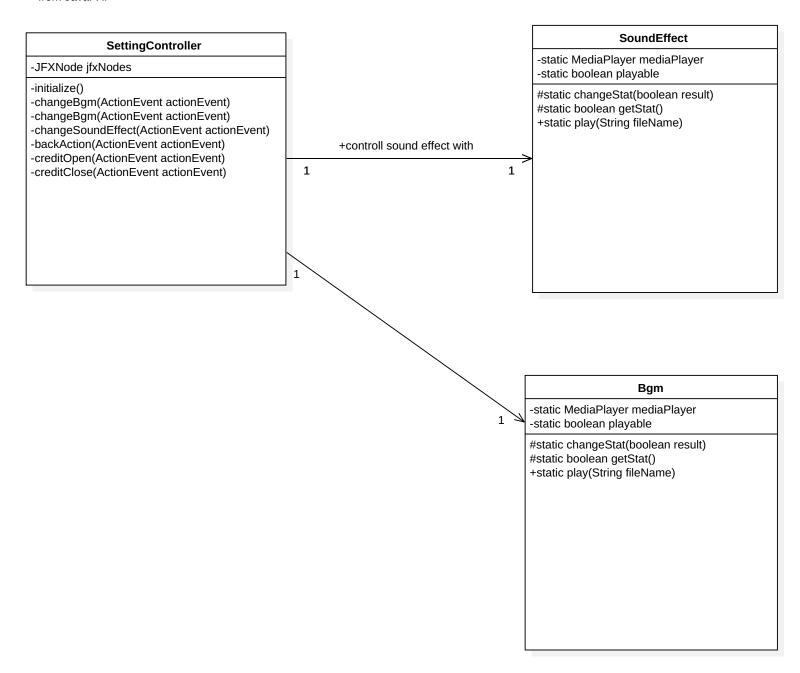


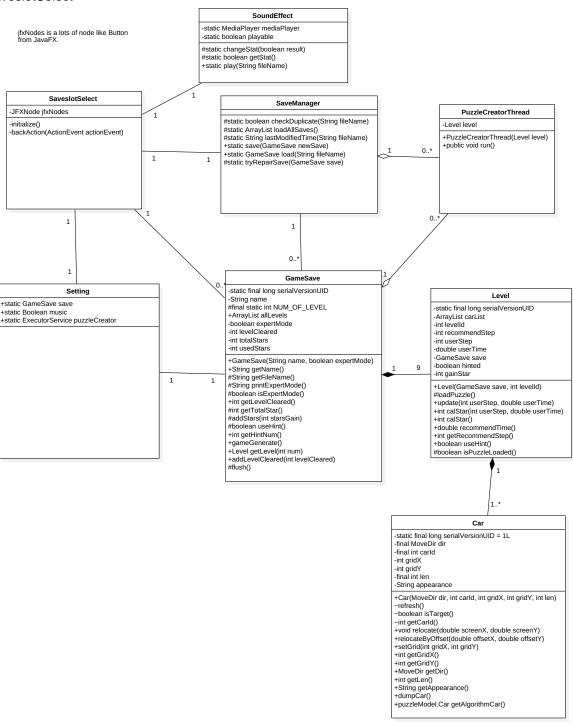
jfxNodes is a lots of node like Button from JavaFX.

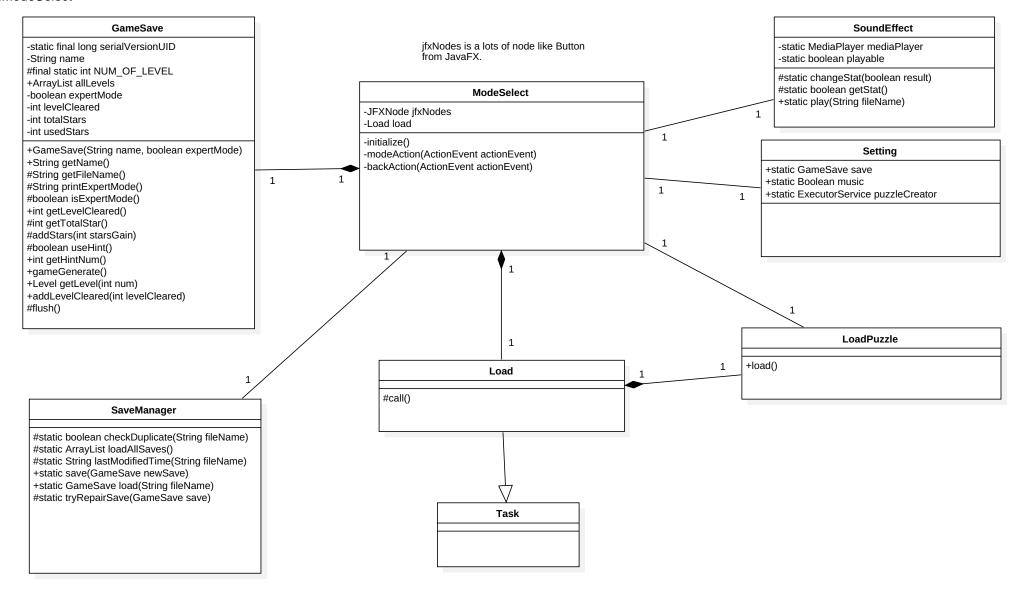


jfxNodes is a lots of node like Button from JavaFX.



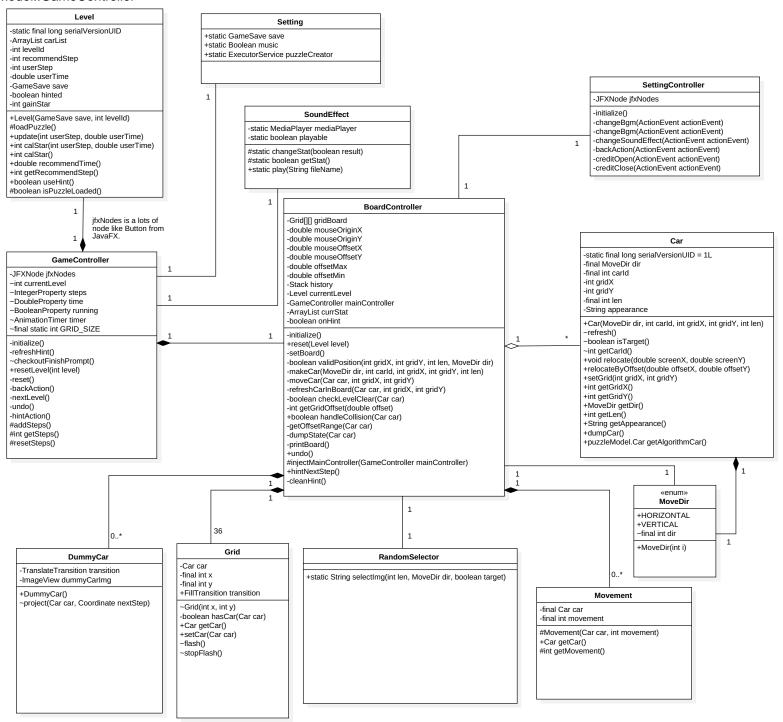
Model::SaveslotSelect





ifxNodes is a lots of node like Button from JavaFX. GameController -JFXNode jfxNodes ~int currentLevel LevelSelect ~IntegerProperty steps -JFXNode jfxNodes ~DoubleProperty time ~BooleanProperty running -initialize() ~AnimationTimer timer -levelLock() ~final static int GRID SIZE -levelAction(ActionEvent actionEvent) -backAction(ActionEvent actionEvent) -initialize() -refreshHint() ~checkoutFinishPrompt() 1 +resetLevel(int level) -reset() -backAction() -nextLevel() -undo() -hintAction() #addSteps() #int getSteps() #resetSteps() SoundEffect -static MediaPlayer mediaPlayer -static boolean playable #static changeStat(boolean result) #static boolean getStat() +static play(String fileName)

Model::GameController



Model::puzzleModel

