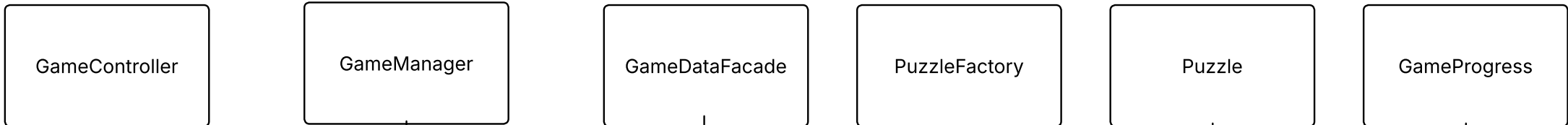


Start New Game Flow



Users



startNewGame()

getInstance()

startGame()

getPuzzles()

list of all puzzles

createPuzzleSet(allPuzzle: List<Puzzle>)

selected puzzles

GameProgress(List<Puzzle>)

getHints()

startTimer()

playPuzzle()

setCurrentPuzzle()

