

Sliding Tile game

Write a sliding tile game. There are tiles numbered 1 to 15 randomly placed on a 4×4 grid, with one empty space. If a tile adjacent to the empty position is clicked on, then it should move to that spot. When any other tile is clicked on, nothing should happen.

When designing/developing this game recall our MasterMind game design.

Define Input class, Output class, and SlidingTile class – that's for start.

Maybe later on you realize that it is worth to have a separate class for one turn/move of the game, and some other classes.

This project is taken from our book: page 520 / 15.10