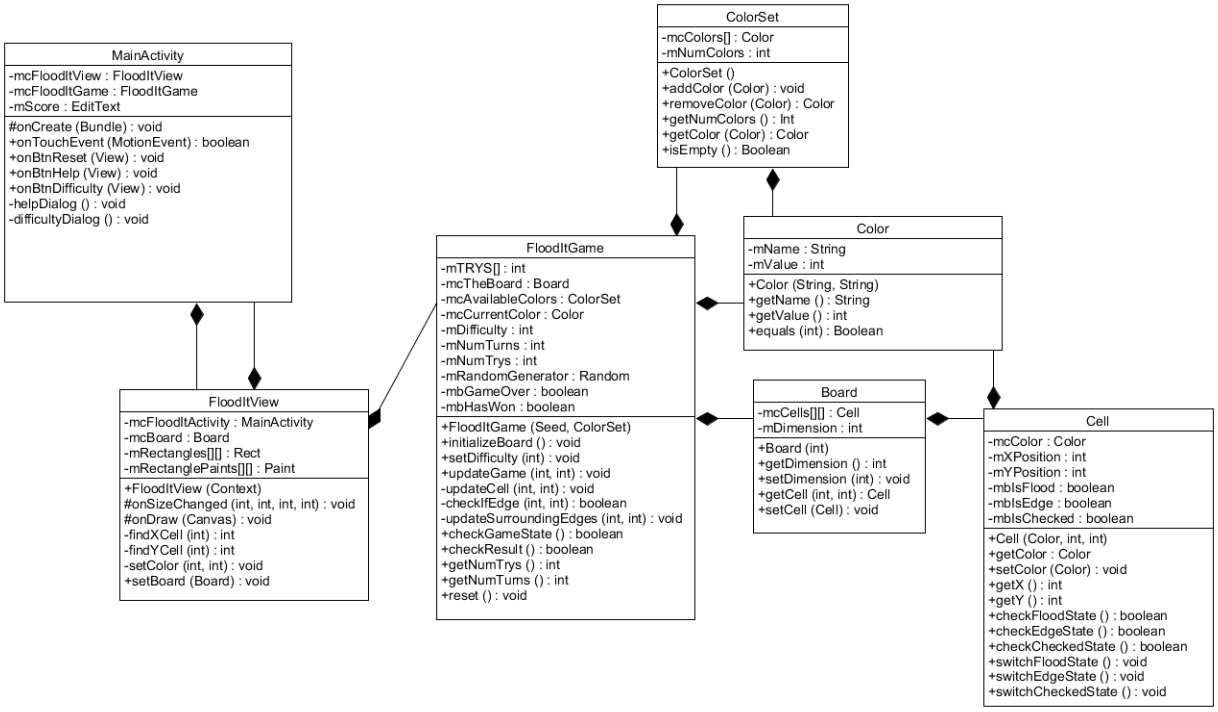
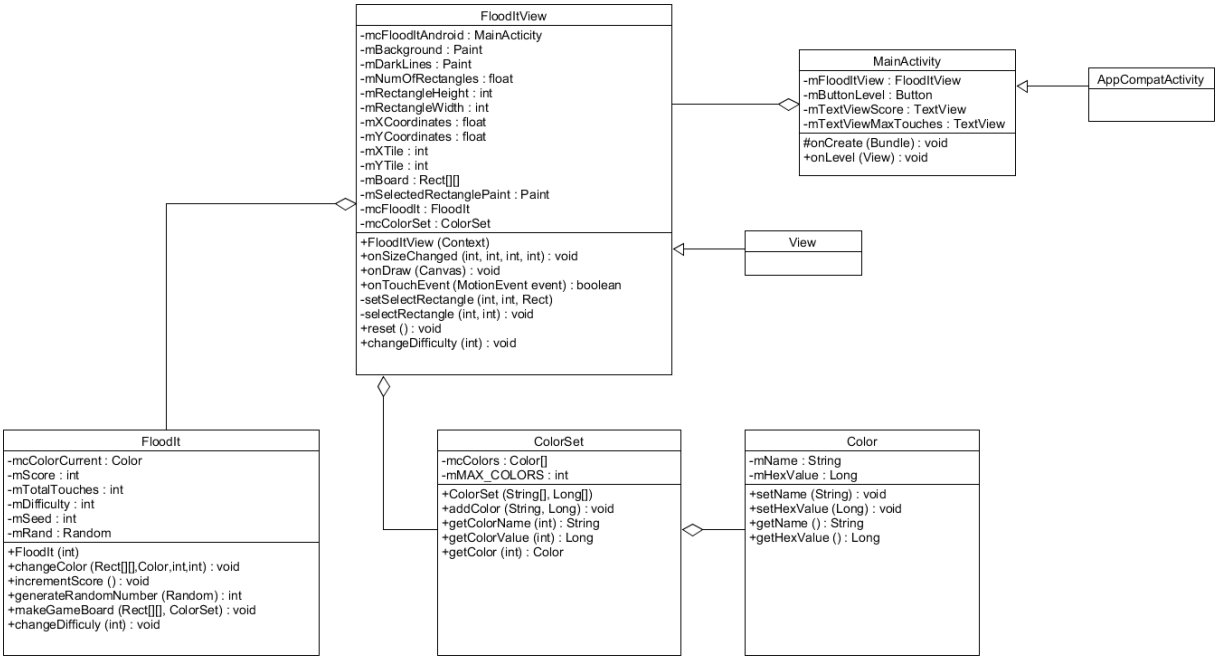
Here are the class designs in no particular order.

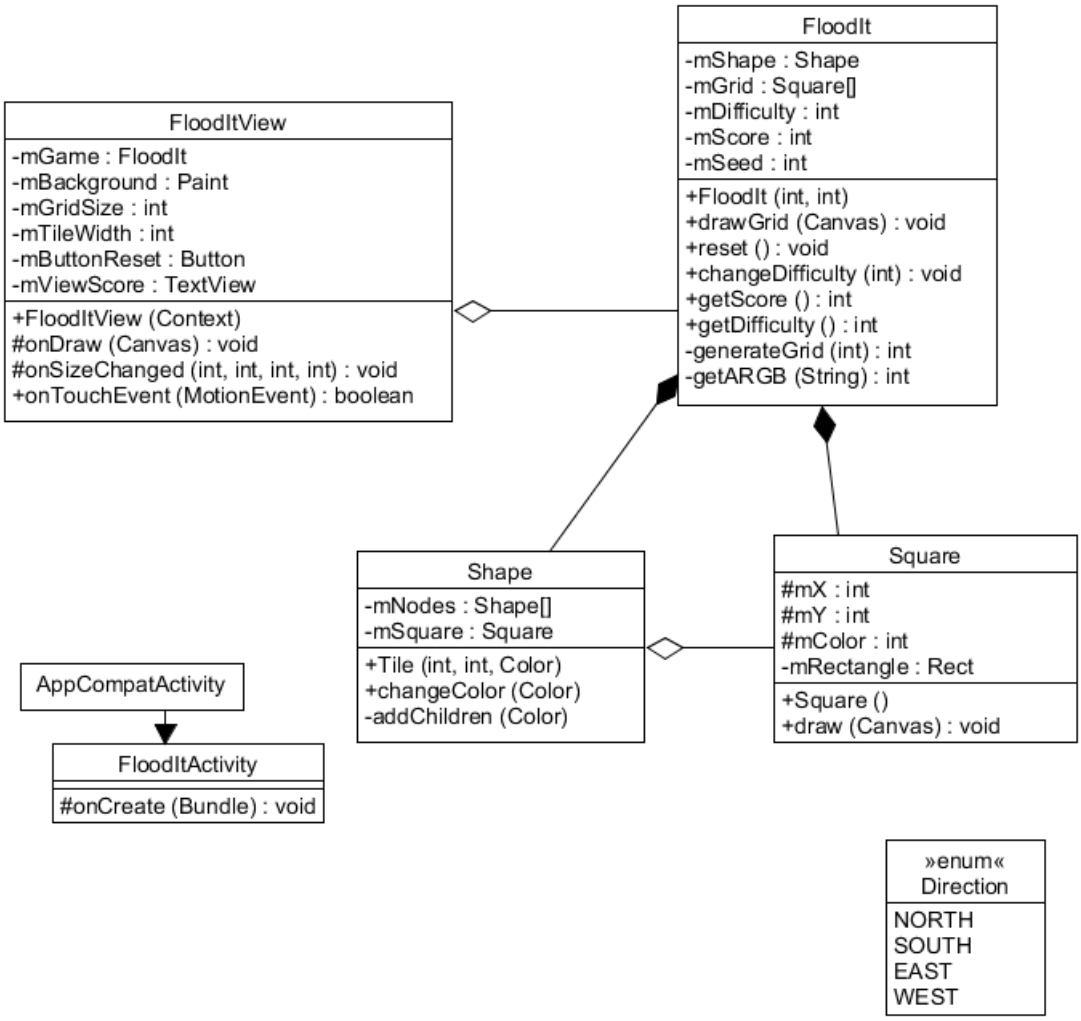
Design #1



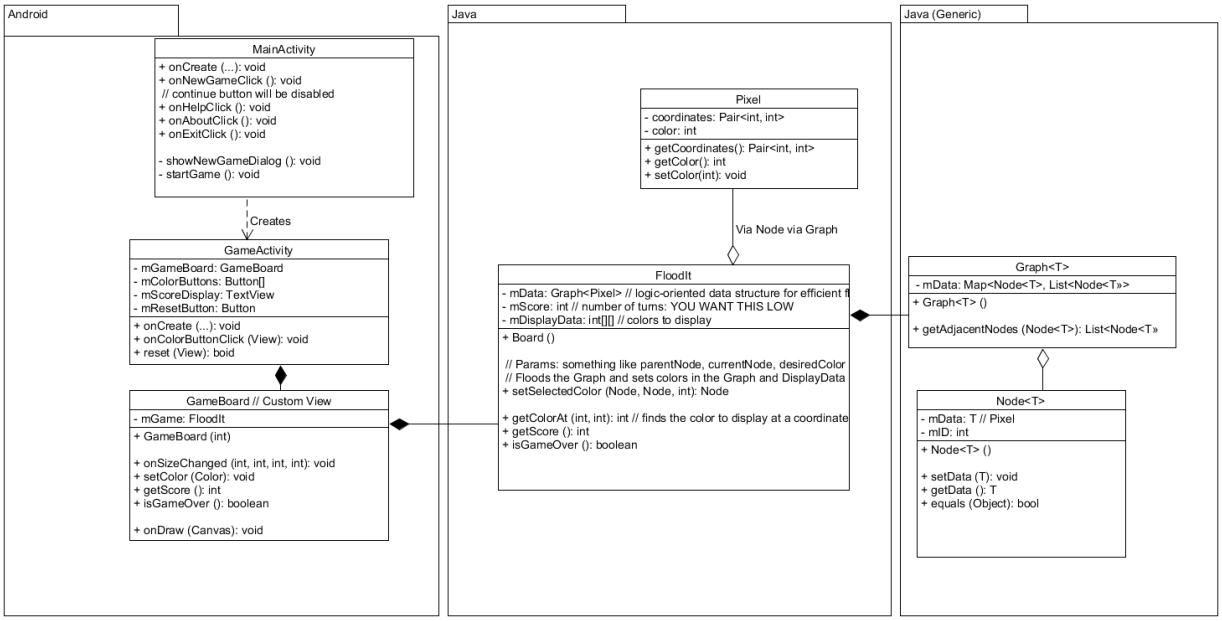
Design #2



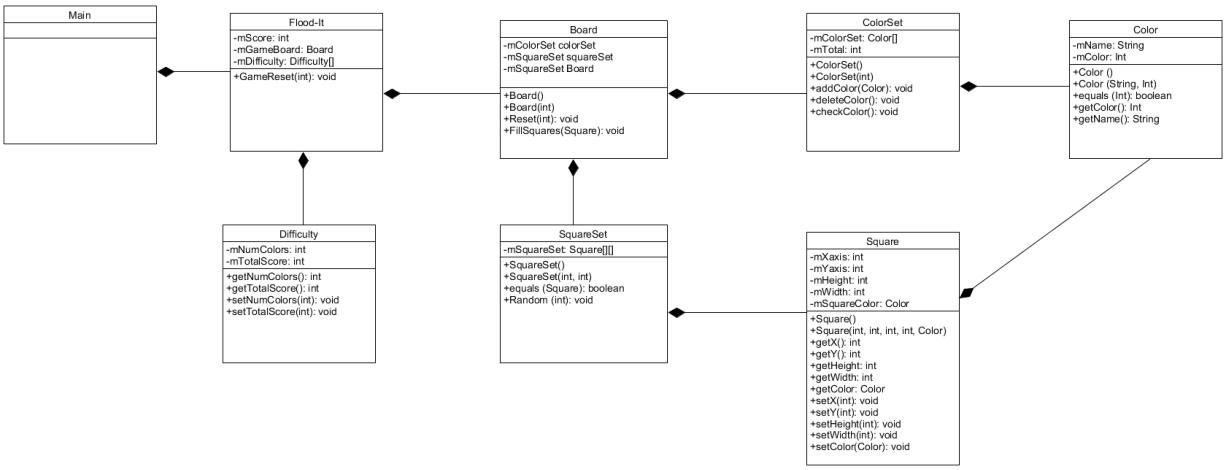
Design #3



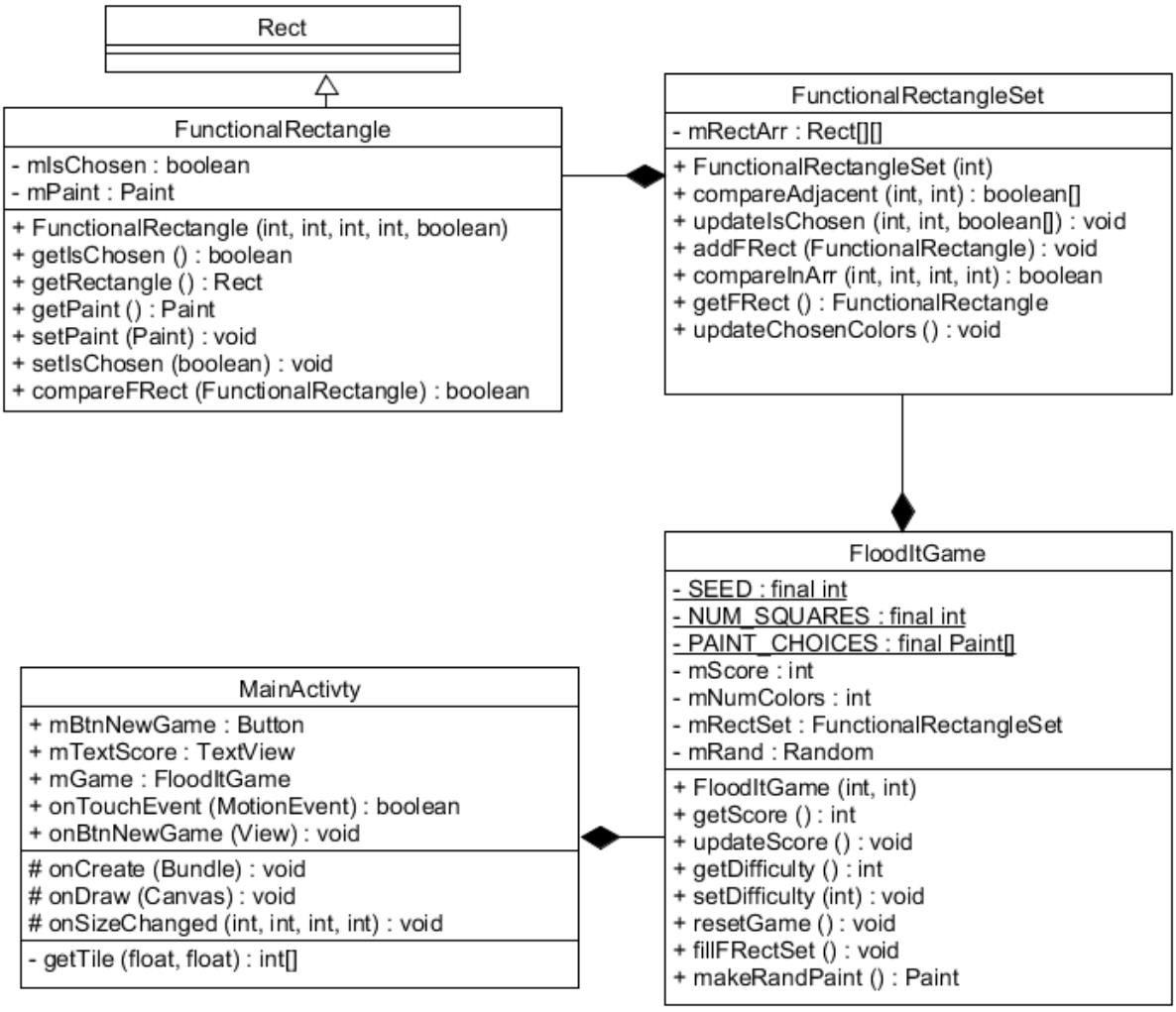
Design #4



Design #5



Design #6


Rect
FunctionalRectangle
- mIsChosen : boolean
- mPaint : Paint
+ FunctionalRectangle (int, int, int, int, boolean)
+ getIsChosen () : boolean
+ getRectangle () : Rect
+ getPaint () : Paint
+ setPaint (Paint) : void
+ setIsChosen (boolean) : void
+ compareFRect (FunctionalRectangle) : boolean
FunctionalRectangleSet
- mRectArr : Rect[][]
+ FunctionalRectangleSet (int)
+ compareAdjacent (int, int) : boolean[]
+ updateIsChosen (int, int, boolean[]) : void
+ addFRect (FunctionalRectangle) : void
+ compareInArr (int, int, int, int) : boolean
+ getFRect () : FunctionalRectangle
+ updateChosenColors () : void
FloodItGame
- SEED : final int
- NUM_SQUARES : final int
- PAINT_CHOICES : final Paint[]
- mScore : int
- mNumColors : int
- mRectSet : FunctionalRectangleSet
- mRand : Random
+ FloodItGame (int, int)
+ getScore () : int
+ updateScore () : void
+ getDifficulty () : int
+ setDifficulty (int) : void
+ resetGame () : void
+ fillFRectSet () : void
+ makeRandPaint () : Paint
MainActivty
+ mBtnNewGame : Button
+ mTextScore : TextView
+ mGame : FloodItGame
+ onTouchEvent (MotionEvent) : boolean
+ onBtnNewGame (View) : void
# onCreate (Bundle) : void
# onDraw (Canvas) : void
# onSizeChanged (int, int, int, int) : void
- getTile (float, float) : int[]