

"Loose MVC" - Playful, custom Architecture for prototyping

TripleMatchCore

Views

HUDView

EnvironmentView

(Helpers)

GemView

Handle Input, Visuals,
Sounds

More Scalable?

Remove Model and Controller
references from View and add an
EventBus w/ Command Pattern

Controller

Controller

(Methods)

GameReset

SetSelectedGemVO

Process Input

Call Methods

Call Methods

Dispatch Events

Model

Model

(VOs)

GemVO

Store All Data, State

