CS 351 – Design of Large Programs

Tiles Design

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Design

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┌─────────────────────────────┐
│            Main             │
└─────────────────────────────┘
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│ Input state │ │   Board   │ │   Score   │ │   Display   │
└──────────────┘ └──────────────┘ └──────────────┘ └──────────────┘

┌──────────────┐
│   Tile   │
└──────────────┘
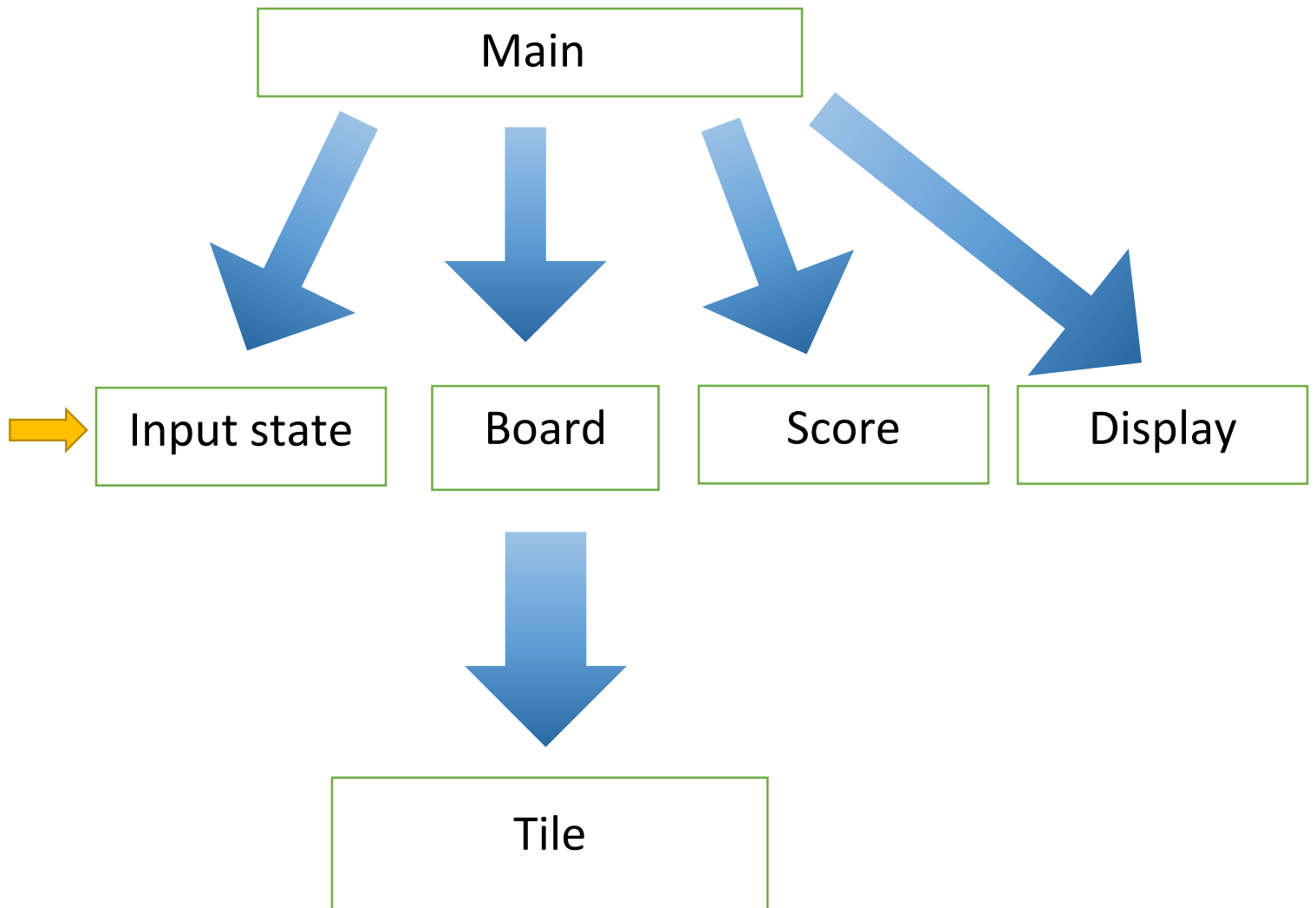
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│ Trigger: update from mouse   │
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Main Description:

- Entry point for the Tiles Game.
- Initializes the JavaFX application and sets up the user interface.

Board Class Description:

- Represents the game board.
- Manages a grid of tiles.
- Tracks tiles selection

Score Description:

- Tracks the player's score.
- Tracks both high score (biggest streak) and current score.

Tile Description:

- Represents an individual tile in the game.
- Holds colors for big, medium, and small rectangular parts, as well as the stroke color.

Display:

- The GUI display, updates with information provided by main loop

Input state:

- captures the mouse input (update by events indicated by the yellow trigger arrow)