



Youssef Amin Project 1 Tiles

MainGameLoop

This class controls the game and updates score and streak. It creates an instance of Display and sets the stage. It also checks for game over using Boards isGameOver() method, and calls Displays game over message when applicable.

Display

This class is essentially the stage and the scene. It gets the primary stage from MainGameLoop and then customises it and adds a scene. It also updates the labels for score, streak and the longest streak using an event handler called by MainGameLoop.

Board

This class handles the GridPane. It creates it and then fills it with Tiles made from the tile class. It also sets the colors of the shapes from the tile class which for me was the meat and potatoes of the project. When shapes match their color turns transparent to make the illusion that they disappear. This helps with keeping everything spaced correctly. The isGameOver() method checks that all relevant shapes are transparent.

Score

Is handled in the MainGame loop increment by updateScore and updateStreak called by Tiles.

Tiles

This method handles the Stack Panes on the Grid Pane. It creates the shapes and adds them to the stack, and it also creates the eyeballs and holds the method for their movement. It passed the result to the Board who can give it to display. Handling eye movement in this manner omits the overuse of for each loops and Instance of.