



PlayableEntity: Represents the playable entity a player interacts with

GameBoard: Runs the interactions with the game board by the players (e.g performing movement, flipping chit card)

ChitCard: Represents the chit cards and their effects

EventBus: Handles registration of listeners, and notification of appropriate listeners on event fire

WinEventXxxx: Publisher and listeners for win event

DrawableByAsset: Indicates that the object is drawable by pygame using assets

DrawAssetInstruction: A data class for organising data required for drawing an asset

ModularClickableSprite: Allows classes to be represented as a sprite that is clickable on a screen.

Patterns Used

Observer: WinEventPublisher, WinEventListener

- Why?: Don't have to check all starting tiles to see if win occurred. Allows for wins from other sources

Singleton: EventBus

- Why?: Should be one central event bus managing all events

Todo

Cardinalities

Notes

Upcasts are safe

