

Entities & Responsibilities

config, game setup, main game loop, player turn.)

(e.g performing movement, flipping chit card)

appropriate listeners on event fire

drawing an asset

Patterns Used

Singleton: EventBus

Cardinalities

Upcasts are safe

<u>Notes</u>

for drawing a clickable asset

ChitCard: Represents the chit cards and their effects

WinEventXxxx: Publisher and listeners for win event

Observer: WinEventPublisher, WinEventListener

Allows for wins from other sources