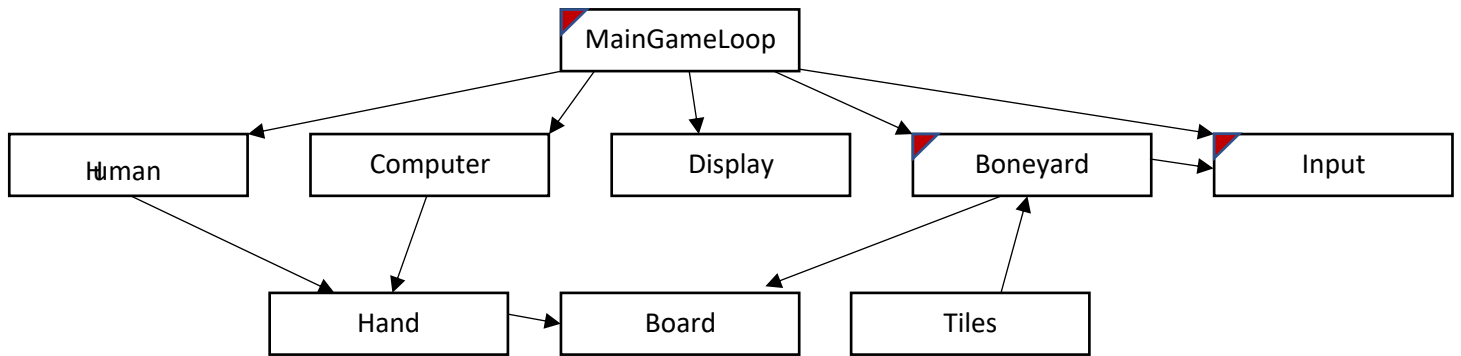


HW2 Design Doc – Briton Dunn

Design:



Description-

MainGameLoop: Start of program that creates objects needed and begins game.

Human: Holds that holds information for human user.

Computer: Holds information for computer user.

Display: Where the GUI is created and set. Only used for GUI version.

Boneyard: Where tiles are created and stored until hands are created or drawn from. Also, where mouse event is stored for the tiles object.

Hand: Holds the hand for human and computer. Could be redundant but is good for organization.

Board: Holds tiles that have been correctly played to the board and where play checks are made.

Tiles: Object that represents a single domino with its values and shape.

Input: MainGameLoop and boneyard take inputs through mouse clicks or button presses.