Controller 🔲

Click & drag to another Sweat!

- Check if we are in GameScreen 🟩

- Check the store 🟩 to know if we can play or wait

- update Canvas when there are combo 🟦 🟩

View —

Game Info

Score :

___ PTS

avatar?

[NAME]

Game Board

S_1	S_2	S_3					
							$S_{n,m}$

animation:
- moving to case.

- Explosion

- Draw Canvas

STATE
- Animation
- Game

Model ☑ 1

Data Storage –
Array of Array

┌ grid: [[Swear ×m]
      a
      :n
      :
   [Swear×m]]

n rows
m columns   └

Data representation –
Object

┌ Swear = {

   type: 0,1,2 ... (int values)
   sprite: path of the sprite

 }   └

Score –
Int

┌

let score = 0

      └

Model ☑ 2 ★★☆☆☆

Methods_

fillgrid() —> fill the grid with random Sweats

RemoveSweat() -> remove sweat at given location x, y

updategrid () -> add sweats and move to fir the holes.

computeScore() -> add value to score depends on the combo

isAnysweatToExplode() -> return all coord of Sweats which need to explode