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1. Flow of the game
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1. Flow and Connectivity of the Game

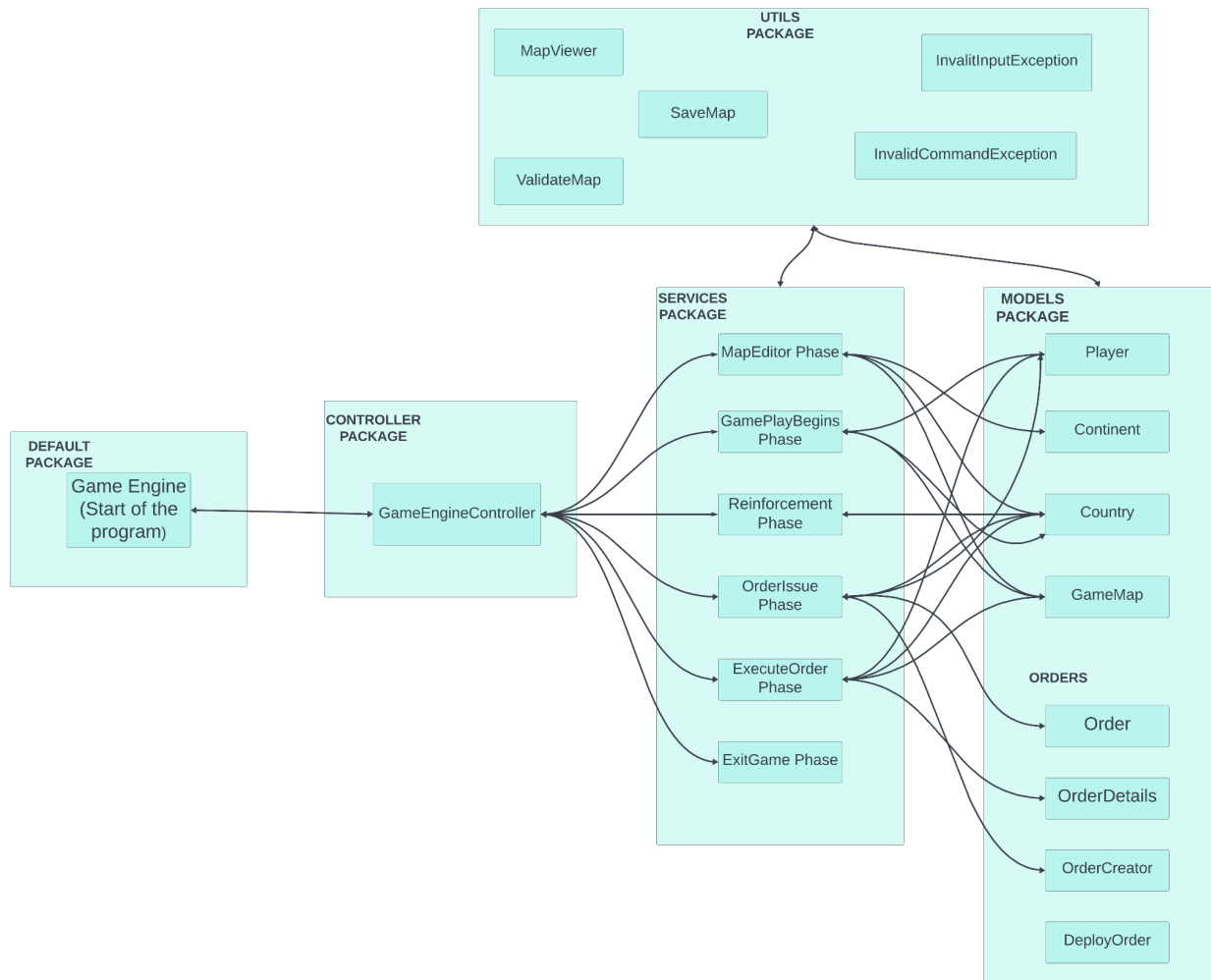


Fig 1. Flowchart of working and dependencies of various modules

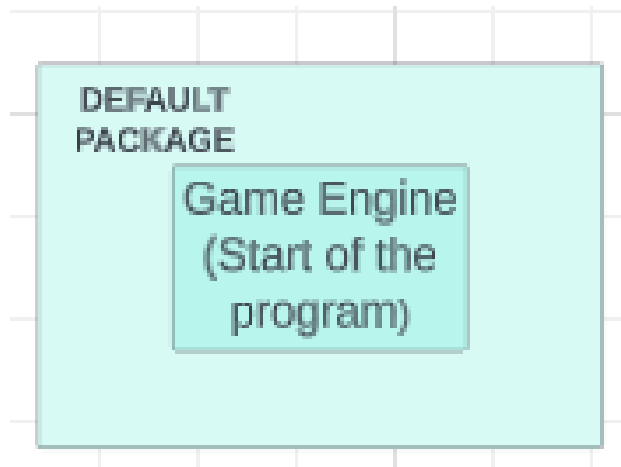
2. Modularization

Base structure includes 5 packages:

Default, Controller, Model, Service, Utils

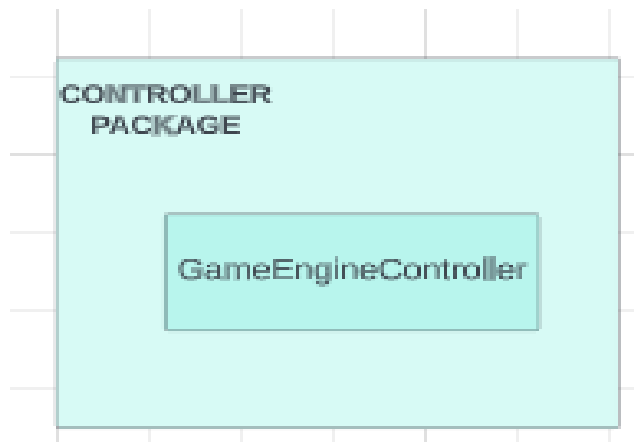
Default:

This package consists of the game engine which is responsible for running the game(it contains the main method.)



Controller:

This package is responsible to guide the game into various stages/phases as per the input by user



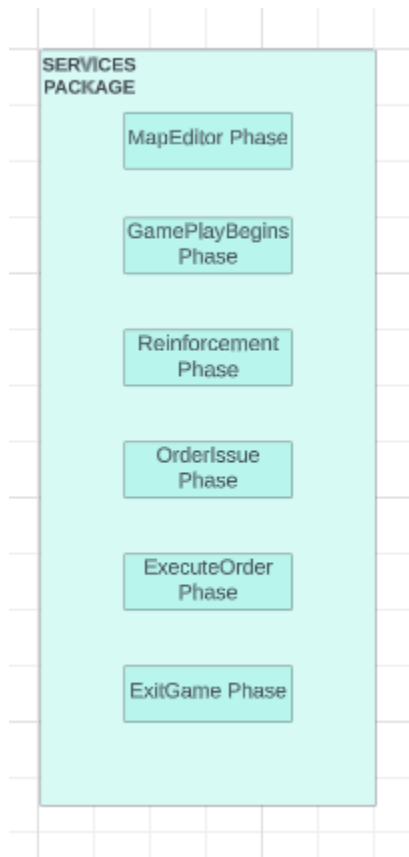
Models:

This package is responsible for providing base methods (setters-getters mostly)



Services:

This package is responsible for providing the main logic to each and every stage.



Utils:

This package is responsible for providing various utilities/ methods that have recurring use in the code and can be bifurcated as one utility on its own.

