CHOPP

– The Good Boy Interface –

Screens:
→ views of a more abstract interface

→ will have a center and a dimension

→ customizable through a Builder

→ managed through an Object Pool

→ serializable through State-oriented saver (have to be able to both write and read those states as Screens could be frequently changed)

→ responsible to manage and render the containing graphical objects, according to a depth-layer system and a suite of rendering strategies

Generic Graphical Elements:
→ Buttons, Text Boxes and Input Boxes mostly

→ customizable and obtainable only through Builders

→ managed by the Screen containing them

→ functionalities implemented by Strategy Pattern

Configuration:
→ contains meta-data about the program

→ wrote as a Singleton class

→ responsible for answering requests about program's metadata anywhere

→ not highly modifiable, only small details in particular situations

Graphical Elements:
→ must contain coordinates, sprite of themselves and link to corespondent Logical Object, represented in form of an Observer pattern

→ downcast-able through the implemented interfaces

Sprite:
→ image based class with functionalities for things like: crop, resizing, color filters, transparency, etc; implemented with strategies

→ can support GIF-like smart formats for animations and dynamical graphical elements