

Design Summary

The game app mainly consists of 12 classes, 1 interface and 4 layout xml.

Class Dot manage the attributes of dots including the position, size. Class Line manage the attributes of lines drawn by players. The game data of score is in Class Score.

Class BoardView implements the main function of the game, such as load the game, initialize the layout of dots, draw lines, add dots and eliminate dots, etc.

Interface MyObserver, Class Game, Class TimeGame and Class GameActivity implement the observer pattern. Class start initialize the time and step mode. Class Level initialize level mode. The information of level is stored in game.json and it will be parsed by Class Utility.

The layout file activity_start.xml is the design of start page, activity_game.xml corresponds to the game page, activity_level.xml denotes the preparing page, and activity_score.xml presents at the end of the game.