



# Goudkoorts

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# Inhoudsopgave

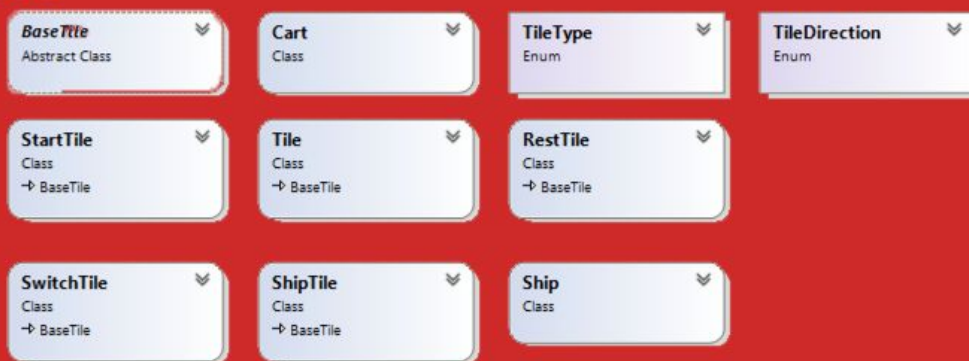
- MVC architectuur
- Data structuur
- Overerving / polymorfisme
- Gamelogica
- Demo



# MVC architectuur

- Tiles / objects
- GameController
- MainWindow (WPF)

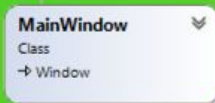
## Model



## Controller



## View



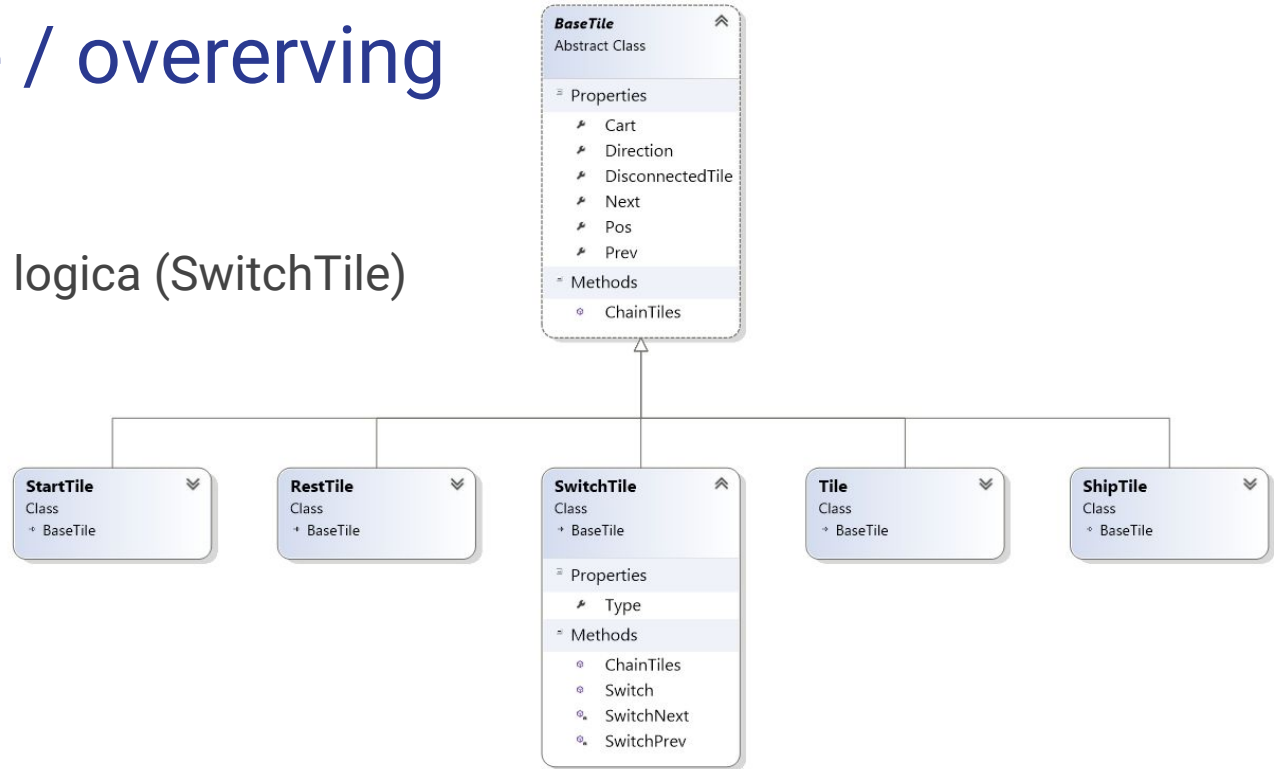
# Data structuur

- Dubbel gelinkte lijst
- Enums

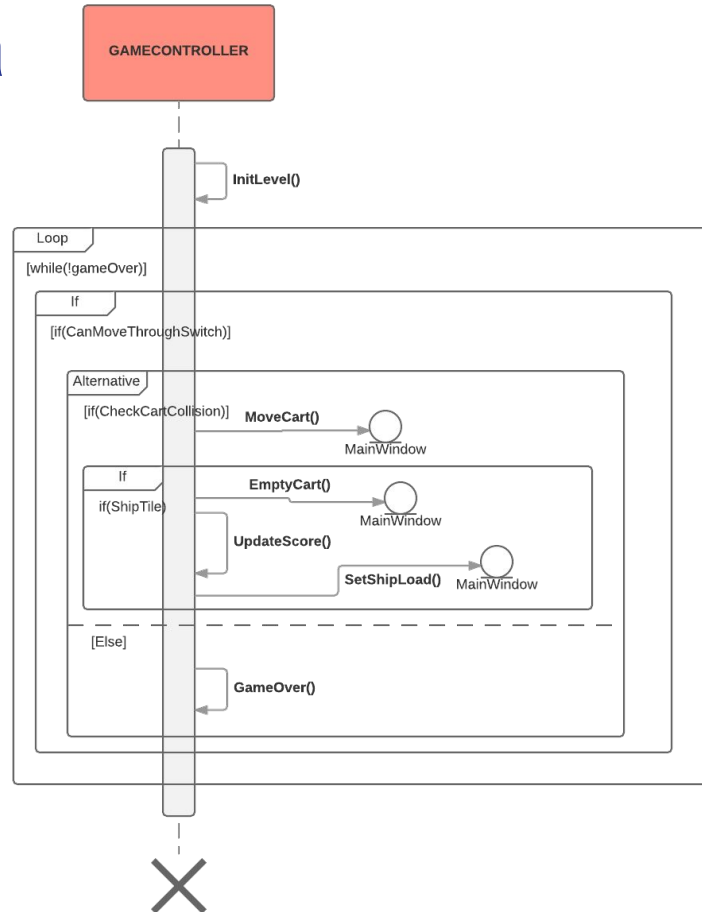


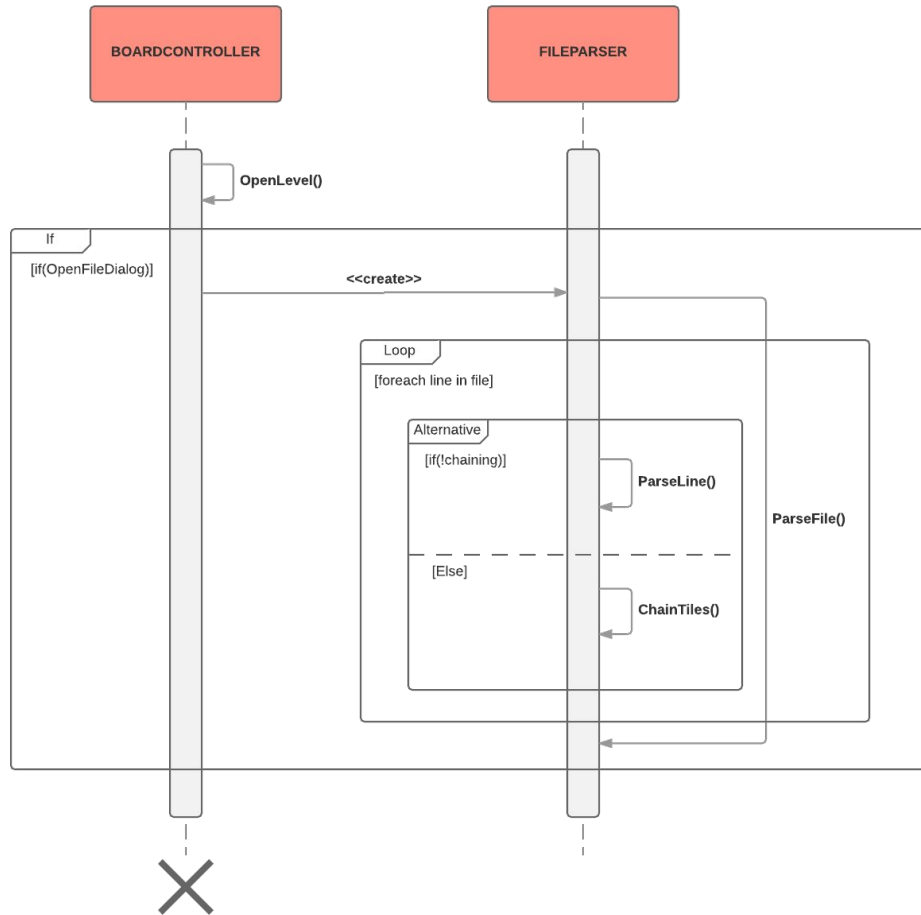
# Polymorfisme / overerving

- BaseTile
- Tiles hebben eigen logica (SwitchTile)



# Gameologica





# Demo

