

"Loose MVC" - A custom, playful architecture for rapid prototyping.

TripleMatchCore (Entry Point)

Handle Input, Visuals, Sounds

Process Input

Store Data, State

Views

EnvironmentView

DynamiteFuseView

HUDView

(Helpers)

GemView

Controller

Controller

(Methods)

GameReset

SetSelectedGemVO

CheckForMatches

SetIsInputEnabled

Model

Model

(Properties)

_gridSystem: GridSystem

(VOs)

GemVO: IGridSpot

Call Methods

Call Methods

Dispatch Events

About The Diagram

- For high-level readability of the TripleMatch game. Accurate, yet incomplete.

Add Scalability?

- Remove Model and Controller references from the View
- Add an EventBus w/ Command Pattern
- View now sends Commands

Reusable, Unit Testable

Core

GridSystem

IGridSpot