DESIGN

MAIN GAME LOOP
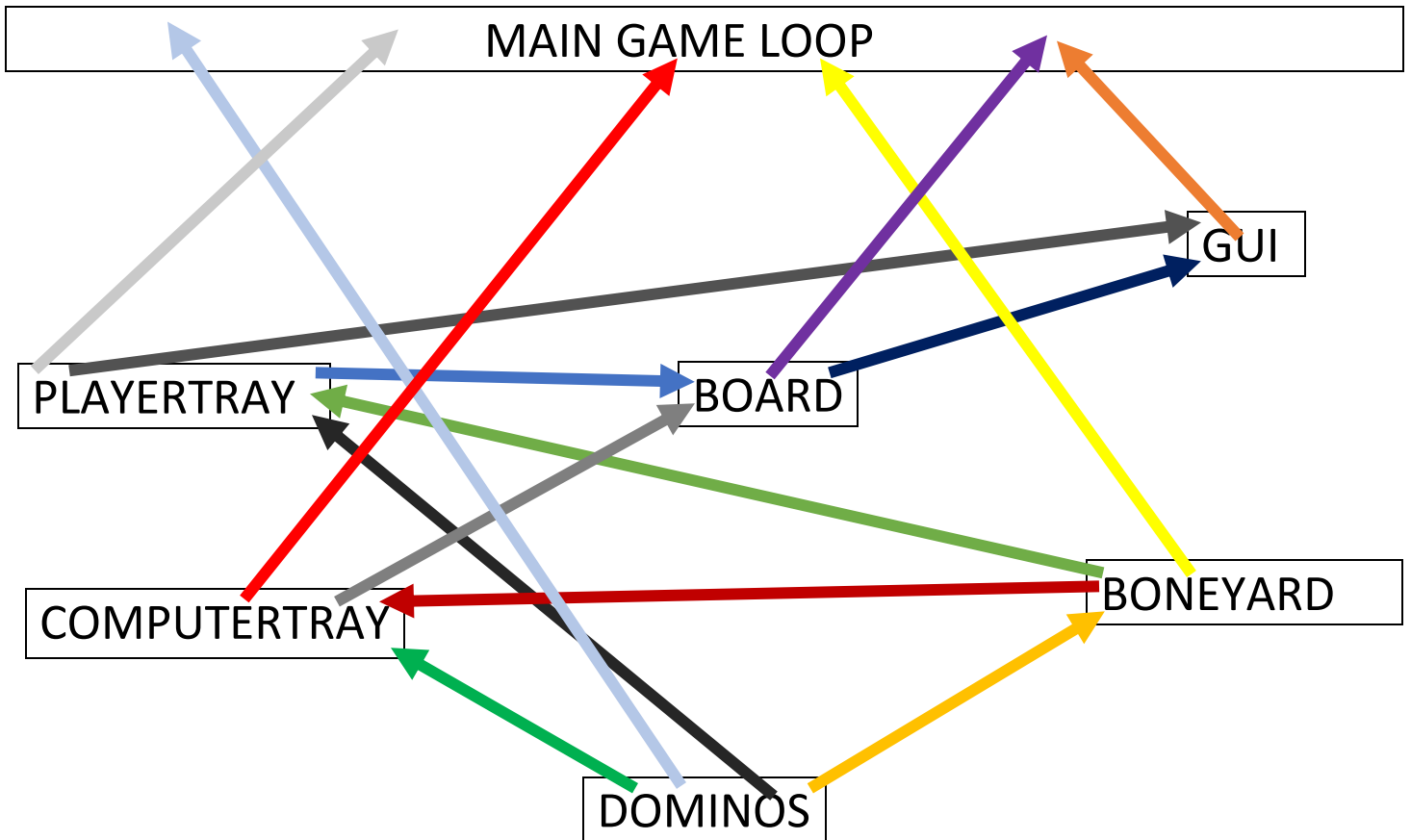
GUI

PLAYERTRAY

BOARD

COMPUTERTRAY

BONEYARD

DOMINOS

DESCRIPTION

- Main game loop: Controls the game, brings together Dominos, Player Tray, Computer Tray, Bone Yard, Board Logic and GUI.
- Dominos: Generates 28 dominos.
- Player Tray: Gets 7 dominos from Dominos, plays dominos against Computer Tray in Board, draws from Boneyard in certain conditions.
- Computer Tray: Gets 7 dominos from Dominos, plays dominos against Player Tray in Board, draws from Boneyard in certain conditions.
- Boneyard: Gets 14 dominos from Dominos, supplies dominos to Player Tray and Computer Tray when needed.
- Board: Allows Player Tray and Computer Tray to play against each other. Handles the logic of the game (where to put dominos using data structures, end of game logic, calculation of score, determination of winner).
- GUI: Displays the content of Player Tray and the domino chain using the logic of Board.