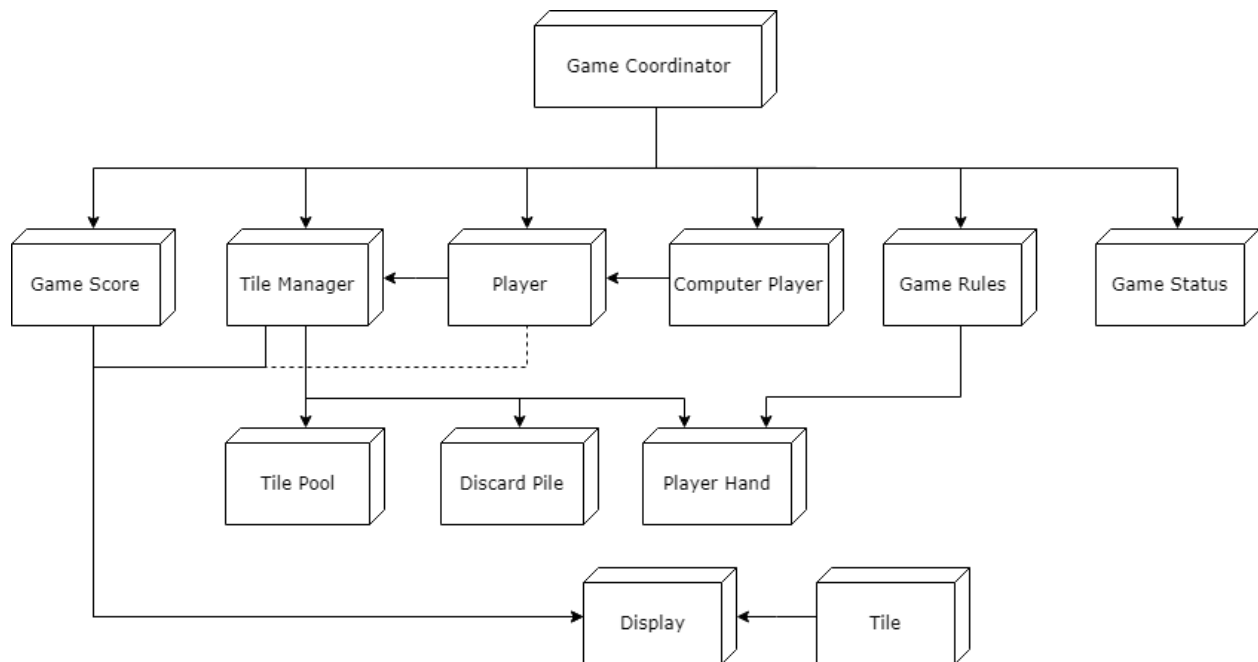


Remi-Tile Design



Game Coordinator

The coordinator instantiates all of the required objects and runs the basic game logic. There is a mainApp file that does the java-specific work and it runs an animation timer that calls the start() method in the coordinator.

Game Score

Communicates with the display to update the score and retrieve the current score.

Tile Manager

The tile manager was initially going to handle all actions related to the tile objects. The Player objects ended up communicating with the display as well so the TileManager mainly builds the board and merges the discard piles.

Player

The player object reads inputs from the display and coordinates where the player's pieces are moved.

Computer Player

The computer player extends the Player object and adds two methods that are specific to the computer player.

Game Rules

The game rules object looks at the player hands and checks for a winner. It calculates the sets, runs, and loser score.

Game Status

The game status object is used by the coordinator to swap turns and end rounds.

Tile Pool

The tile pool object builds the tile set for the players. It stores them as an ArrayList but it is represented as a stack and so it contains basic functions like push, pop, and peek.

Discard Pile

The discard pile is a stack of tiles.

Player Hand

The player hand is stored as an ArrayList of tiles. It contains a subList function that can split the hand into a smaller ArrayList instead of a List object. It also contains a sort method used by the computer player.

Display

The display's framework is built using SceneBuilder and the logic is connected through the DisplayController and using fxml annotations. There is another helpWindow file for the rules.

Tile

The tile object contains all the variables needed to describe a tile in the game. The tile object contains a StackPane with a rectangle and a text box on it. The constructor initializes the stackPane to show its color and number, and its size properties are set in the DisplayController. The tile object contains functions that can hide/show a tile for the computer player.