Valkyrie.App .NET Standard / PCL Library
Xamarin.Forms MVVM diagram
/View app workflow overview
v2.0 DRAFT

App : Application

+ MenuPage MainMenu

+ App ()
+ async override void OnStart ()
+ override void OnSleep ()
+ override void OnResume ()

Menu Page

- MenuPageViewModel mpvm_
- OptionsPage optionsPage_
- GamePage currentGame_
- LevelLoader loader_

+ MenuPage ()
+ override void OnSizeAllocated (w, h)
+ void Newgame Clicked (object sender, EventArgs e)
+ void Save_Btn_Clicked (object sender, EventArgs e)
+ void Load_Btn_Clicked (object sender, EventArgs e)
+ void Resume_Btn_Clicked (object sender, EventArgs e)
+ void Options_Btn_Clicked (object sender, EventArgs e)

Game Page

- GamePageViewModel gpvm_

+ GamePage ()
+ void Redraw ()
+ override void OnSizeAllocated (h, w)
+ override void OnAppearing ()   // main loop
+ override void OnDisappearing ()
+ void PauseButtonClicked (object sender, EventArgs e)

Load Page

Options Page

- OptionsPageViewModel opvm_
- ControlOptionsPage ctrlOptions_
- DisplayOptionsPage displayOptions_

+ OptionsPage ()
+ override void OnSizeAllocated (w, h)
- void Slider_ValueChanged ()
- void DevOptions_Pressed ()
- void InputOptions_Pressed ()
- void DisplayOptionsBtn_Pressed ()

Control Options Page

Developer Options Page

Display Options Page