



Explanation

The game starts with the main game loop. Different methods on different objects are called when there is a human input.

The Domino objects are the linked lists of 2 numbers (left and right numbers).

A Boneyard is the only source of Domino. Only the Boneyard creates new domino (28 for each game to be precise). Boneyard stocks the domino until the players pull the domino from boneyard.

Player 1 and Player 2 share the boneyard. They don't create domino on their own. At the beginning of the game players randomly pull 7 domino each. Players also offer domino to the tray when asked to.

The tray is like the game board. Tray also doesn't create any domino by itself. Tray gets its dominoes from the players. Tray has a method to add domino in the tray.

Tray also checks if a move is legal for a particular domino at a particular end of the tray.

Game Manager is the main object that controls the logical part of the game. First it creates boneyard, players and tray. When boneyard gets created, it creates 28 dominoes with itself. When the players get created they pull 7 dominoes each from the boneyard. Game manager then rotates the turn. A player in its own turn offers a domino to game manager. The game manager then calls the add method on the tray to add the domino in the tray if it's legal. If not legal, the game manager returns the domino to the player. Also game manager checks if the game is over.

Main display gets all its information from the game manager. Then it uses the tray display to display tray, Human domino display to display human dominoes, Boneyard display to display Boneyard. Each of these 3 display objects uses domino display to create individual domino.