Technical documentation

Global structure

The code is organized using the **MVC** (Model - View - Controller) model. It means there are 3 main packages :

- **model** : Contains all objects and data
- **view** : Allow to display the game
- **control** : Allow the user to interact with the game using inputs

And there is a Main.java containing the main loop of the game.

Model structure

The model structure is also splitted in different classes. The more important ones are listed here.

- **Game.java** : Singleton allowing access to all the data of the game;
- **TimeBoard.java** : The board where to move the pawn;
- **Patch.java** : Immutable record representing a patch;
- **Player.java** : Contains all data concerning a single player;
- **QuiltBoard.java** : Allow manipulation of patches with a player quilt board.