

Description

- 1) Main Game Loop- Controls the game
- 2) Event Handler – Takes a click from the user on the canvas and does the bookkeeping for the backend of the game
- 3) Board – Board is where the game is played. The board has element on top of the board and bottom of the board. What is on the top and bottom help us figure out what move can be made on the board
- 4) Boneyard- Boneyard is where we can get out dominos from. Boneyard will start with max number of dominos. If 6 is the largest number, we will have 28 dominos in the boneyard. However, boneyard will give 7 and 7 dominos each for human tray and computer tray. Both players' tray can draw from boneyard as needed during the game
- 5) Computer Player- Computer Player has a tray where it stores dominos. It can select a valid move and play itself
- 6) Computer Tray- Computer Tray has dominos for the computer and it can draw from boneyard as needed
- 7) Console Game- Console Game is where the console game is played from start to finish. It uses all other classes to play the game and take it to completion
- 8) Domino- Domino has a left and a right node
- 9) Game GUI- It is a dynamic GUI which will be refreshed by animation timer. It detects changes in board and human tray and updates itself
- 10) Human Player- Human Player like computer player has a tray. It cannot make its own move though. Player has to make a move
- 11) Human Tray- Human Tray holds dominos for human and asks boneyard for domino as needed

Design Diagram

