

CS 351

Design of Large Programs

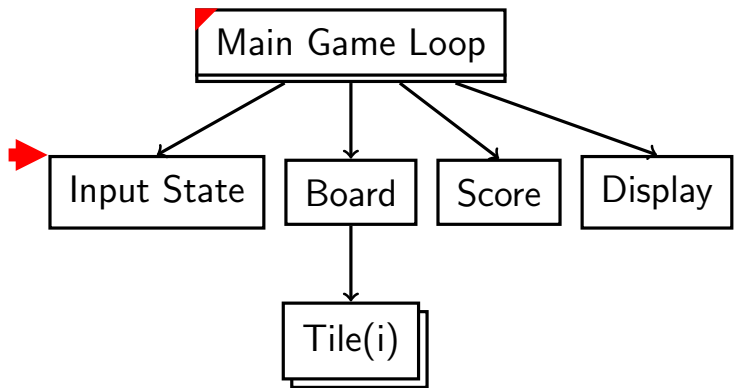
Tiles Design

Brooke Chenoweth

University of New Mexico

Fall 2019

Proposed Design



Description

- Main Game Loop: controls the game.
- Input State: Encapsulates the input from the mouse and/or keyboard (updated by events represented by the red trigger arrow)
- Board: Contains the tiles, tracks tile selection
- Score: Tracks the current and longest matching streaks
- Display: The GUI display, update with information provided by main loop