CS351 Project 3 Design

Main

TetrisShape

Game

Board

ScoreHandler
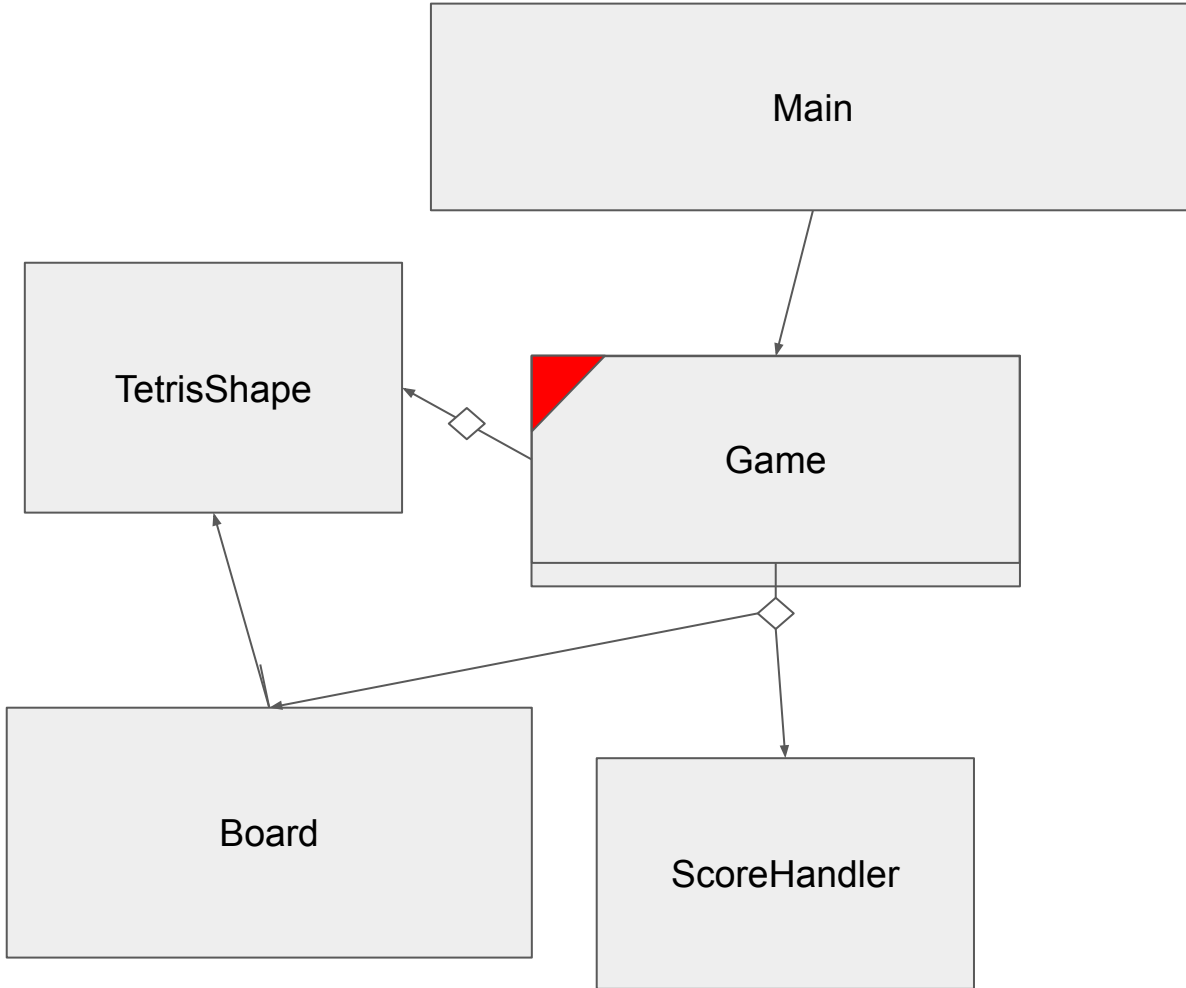
Design Description

- Main sets up the window and layout then it creates a Game and then Main is finished while the Game class handles running the game all in the constructor just by using a timer and click events translated into board functions.
- Game can create TetrisShapes and has limited access to its functions. It also is composed of a board and active tetrisShape.
- A Board does not hold a full tetris shape but it holds the class and uses tetris shapes to put them in a grid representation and a visual grid. Board does not need any other references except for the BorderPane.