

Project Name : DOT to DOT

Dot to Dot is the game of clicking on the “walls of a house”. The last player to complete all the walls around a house gets 1 point. The player with the most points at the end of the game wins

I decided on an approach of using Objects. My intention is to separate the rendering of the game from the data.

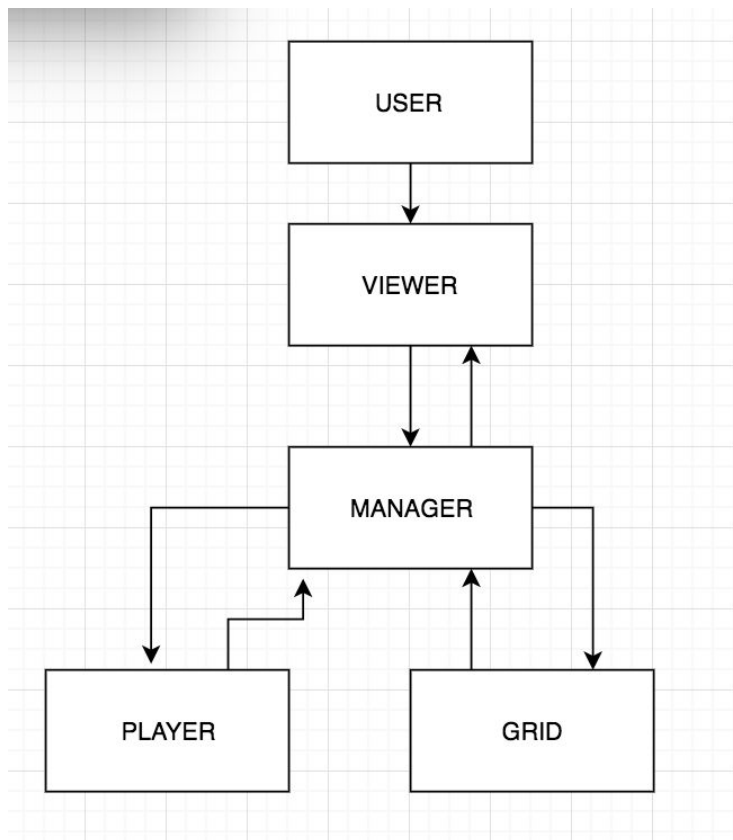
The Viewer object deals with input and output from the screen

The Manager manages the flow (may not be necessary)

The Grid deals with logic of which “houses” need to be checked if all surrounding walls have been clicked

The Player holds the data relevant to each player

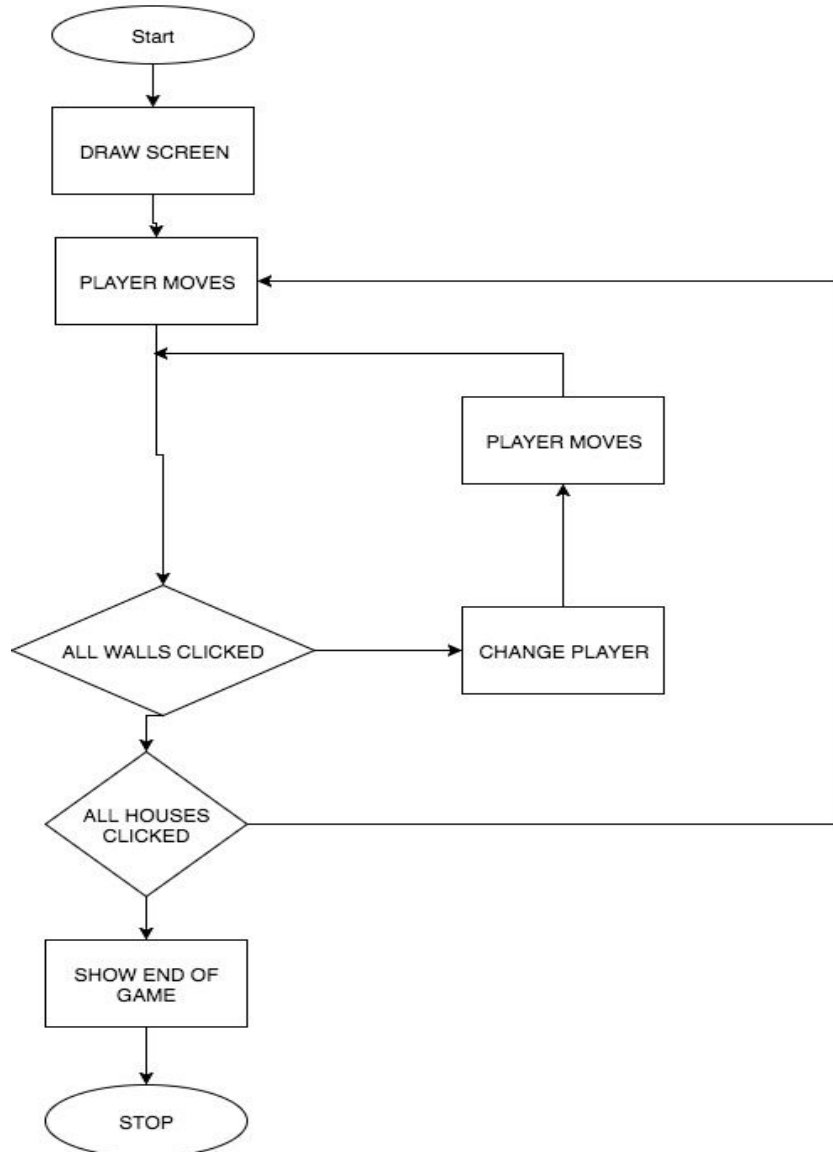
DESIGN



OBJECTS



Flow



WIRE FRAME

