Rubikan Architecture

by

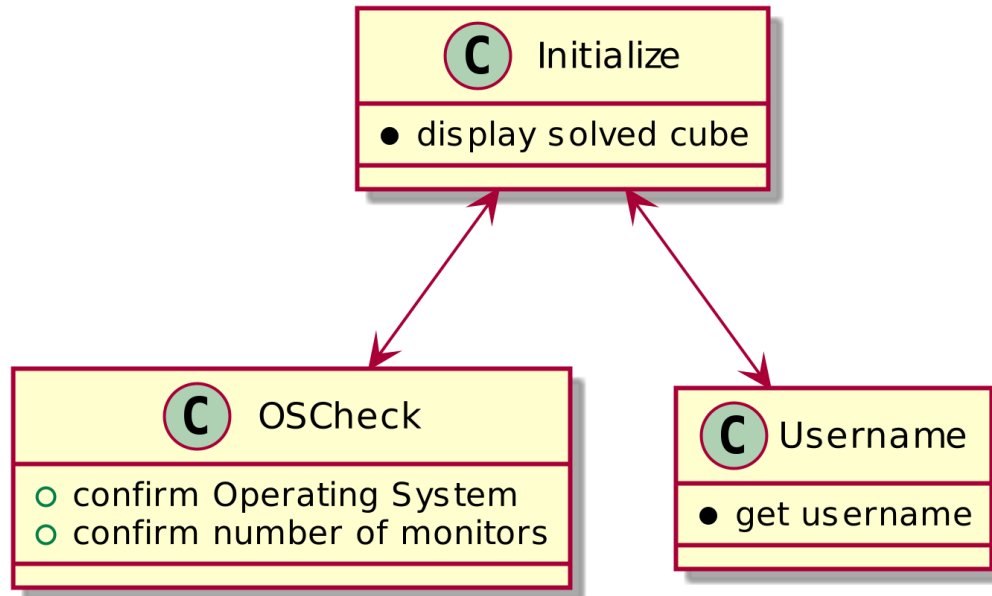Christerpher Hunter

Architecture

I am using an Object-Oriented architecture that will contain four sections. The first section includes the opening of the application. The second section includes the main inteface of the application. The third section includes the actions upon completing the game. Finally, the last section includes database actions in all database scenarios and uses the Data-centered architecture.

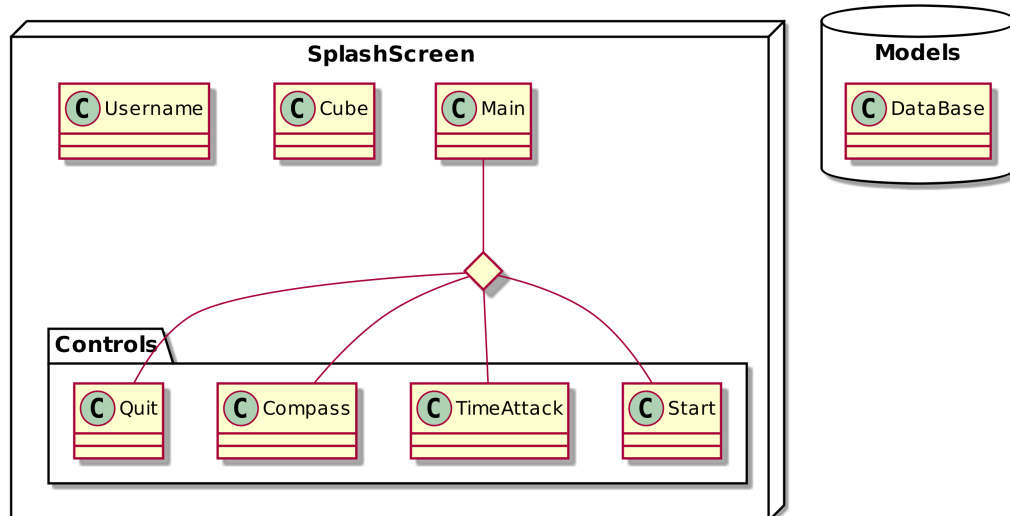All classes used in this project:

1. class Initialize

2. class Username

3. class Main

4. class Cube

5. class Reset

6. class Restart

7. class TimeAttack

8. class Comparison

9. class Selection

10. class Rotate

11. class Models

12. class Controls

13. class Compass

14. class Scores

15. class MultiMonitor

16. class OSCheck

17. class Completed

18. class Quit

19. class Timer

20. class DataBase
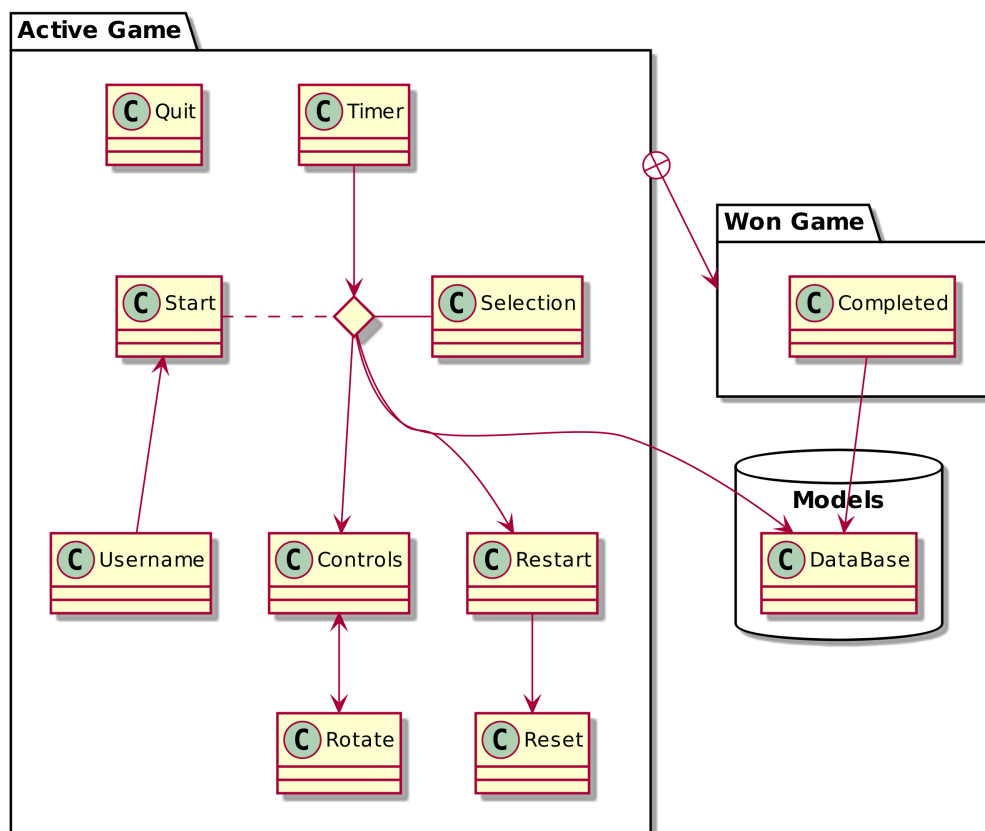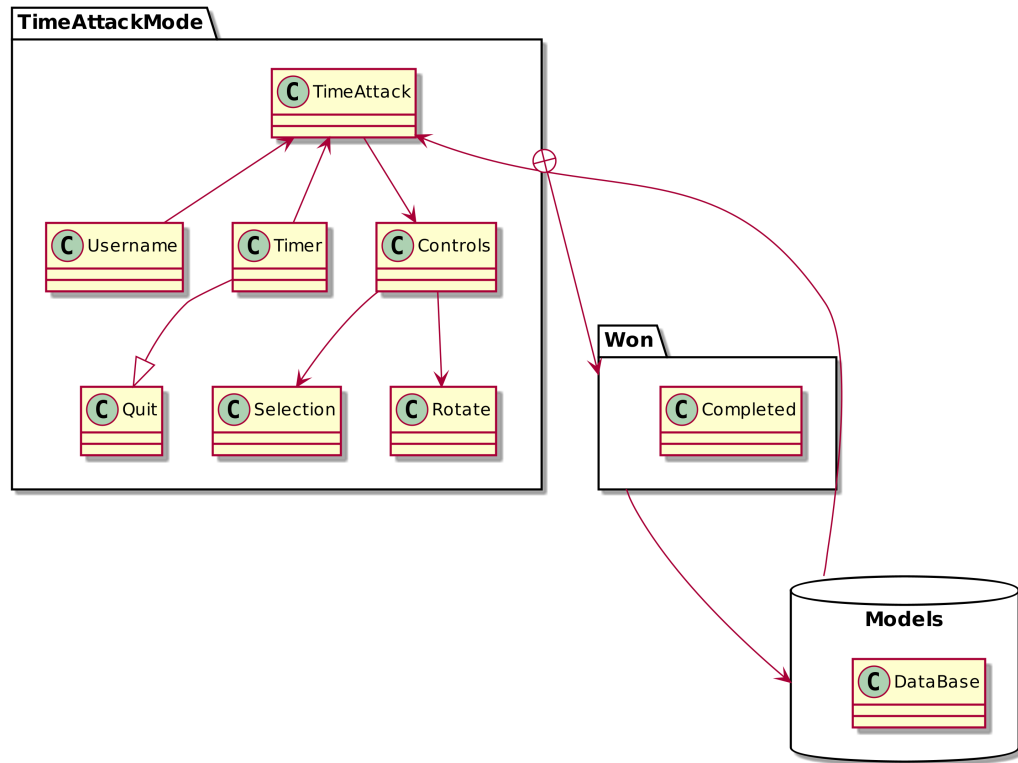
Startup

```
┌──────────────────────────────┐
│   (C)   Initialize           │
├──────────────────────────────┤
│  ● display solved cube       │
├──────────────────────────────┤
│                              │
└──────────────────────────────┘
```

```
┌──────────────────────────────┐        ┌──────────────────────────────┐
│   (C)   OSCheck              │        │   (C) Username               │
├──────────────────────────────┤        ├──────────────────────────────┤
│  ○ confirm Operating System  │        │  ● get username              │
│  ○ confirm number of monitors│        ├──────────────────────────────┤
├──────────────────────────────┤        │                              │
│                              │        └──────────────────────────────┘
└──────────────────────────────┘
```

Standby State

SplashScreen

- C Username
- C Cube
- C Main

Controls
- C Quit
- C Compass
- C TimeAttack
- C Start

Models
- C DataBase

Active State

V

Time-Attack State

Data-centered Architecture