

Rubikan Architecture

by

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Architecture

Employed will be an Object-Oriented architecture that will contain four sections. The first section includes the opening of the application. The second section includes the main interface 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:

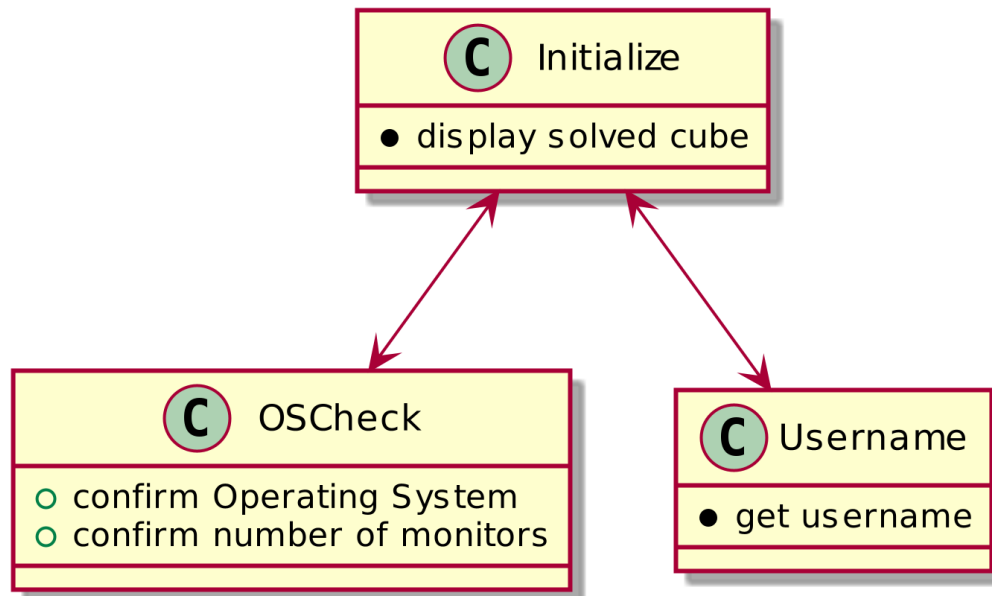
1. class Initialize
2. class Username
3. class Main
4. class Cube
5. class Reset
6. class Restart
7. class TimeAttack
8. class Comparison
9. class Selection
10. class Rotate
11. class Models
12. class Controls
13. class Compass
14. class Scores
15. class MultiMonitor
16. class OSCheck
17. class Completed

18. class Quit

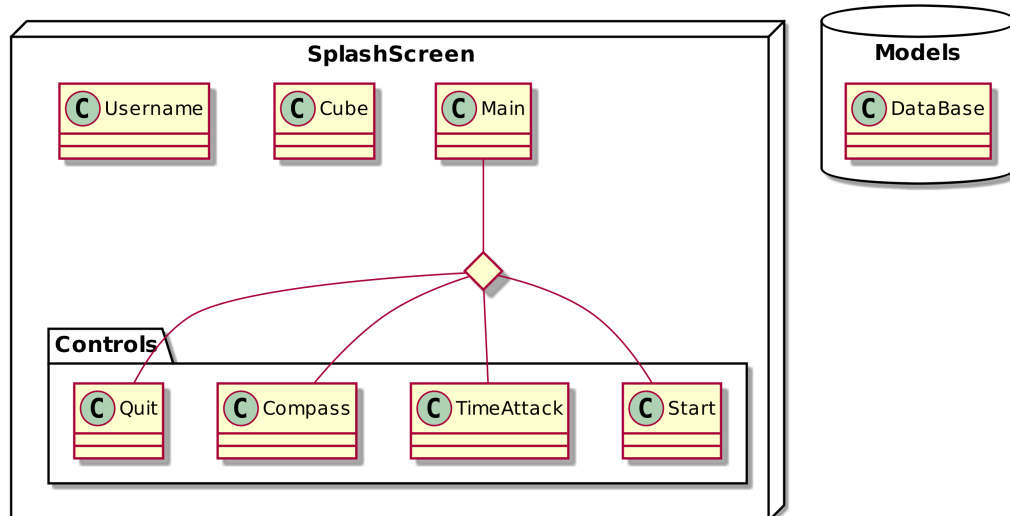
19. class Timer

20. class DataBase

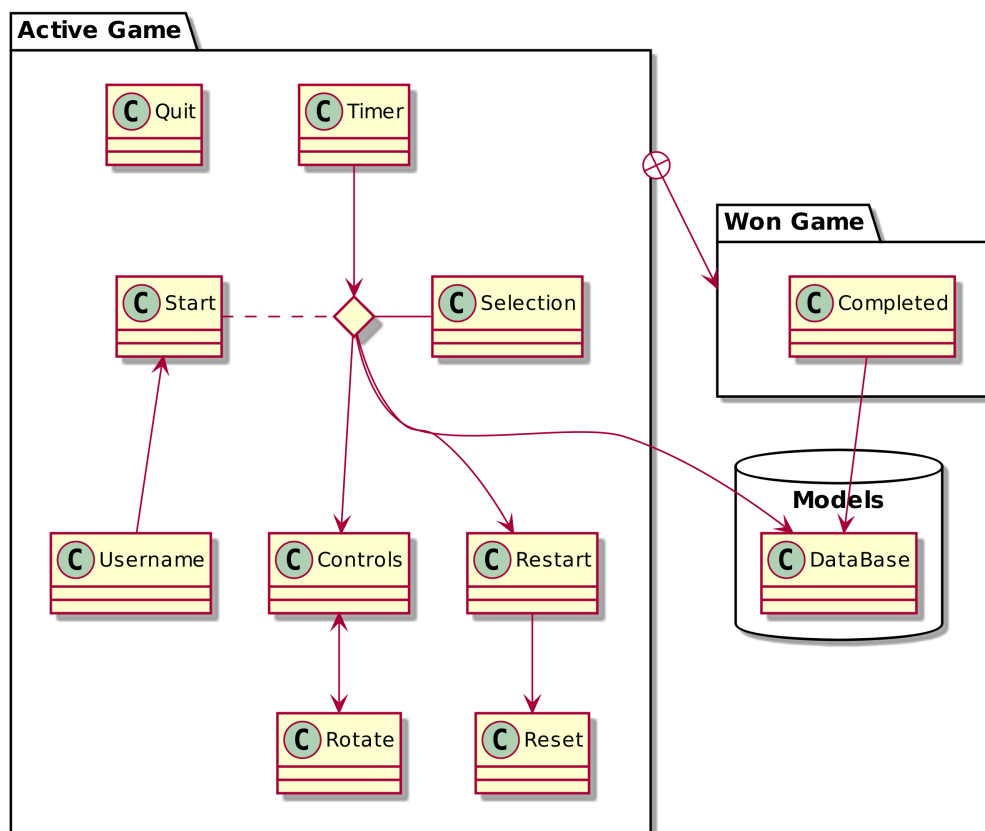
Startup



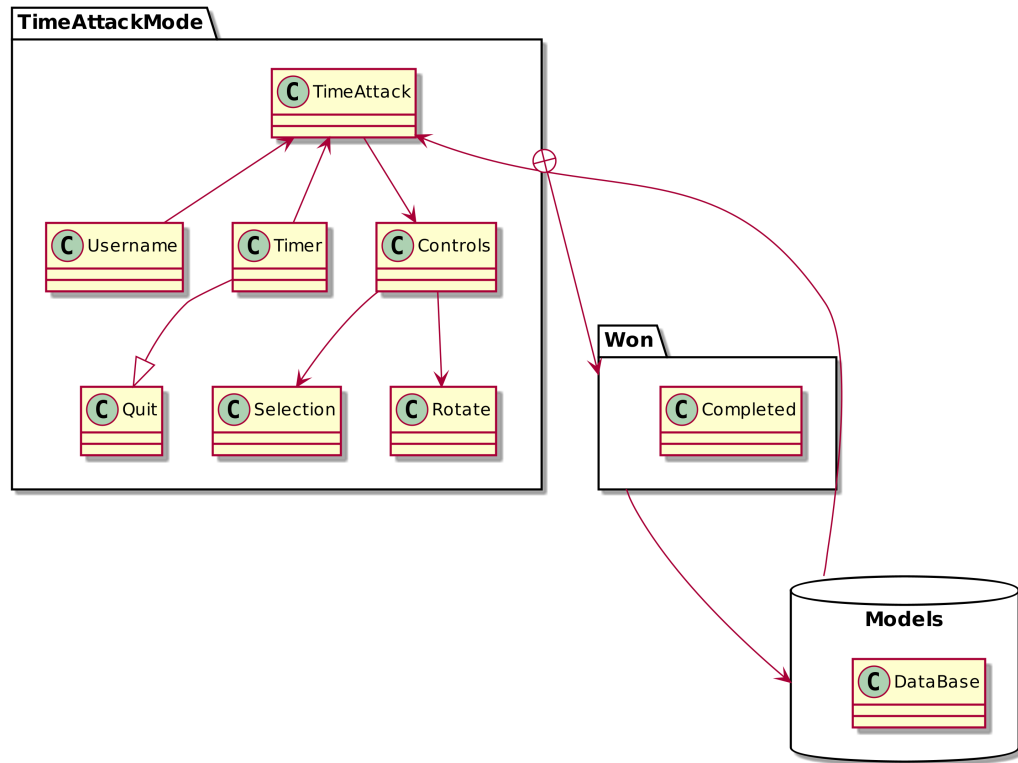
Standby State



Active State



Time-Attack State



Data-centered Architecture