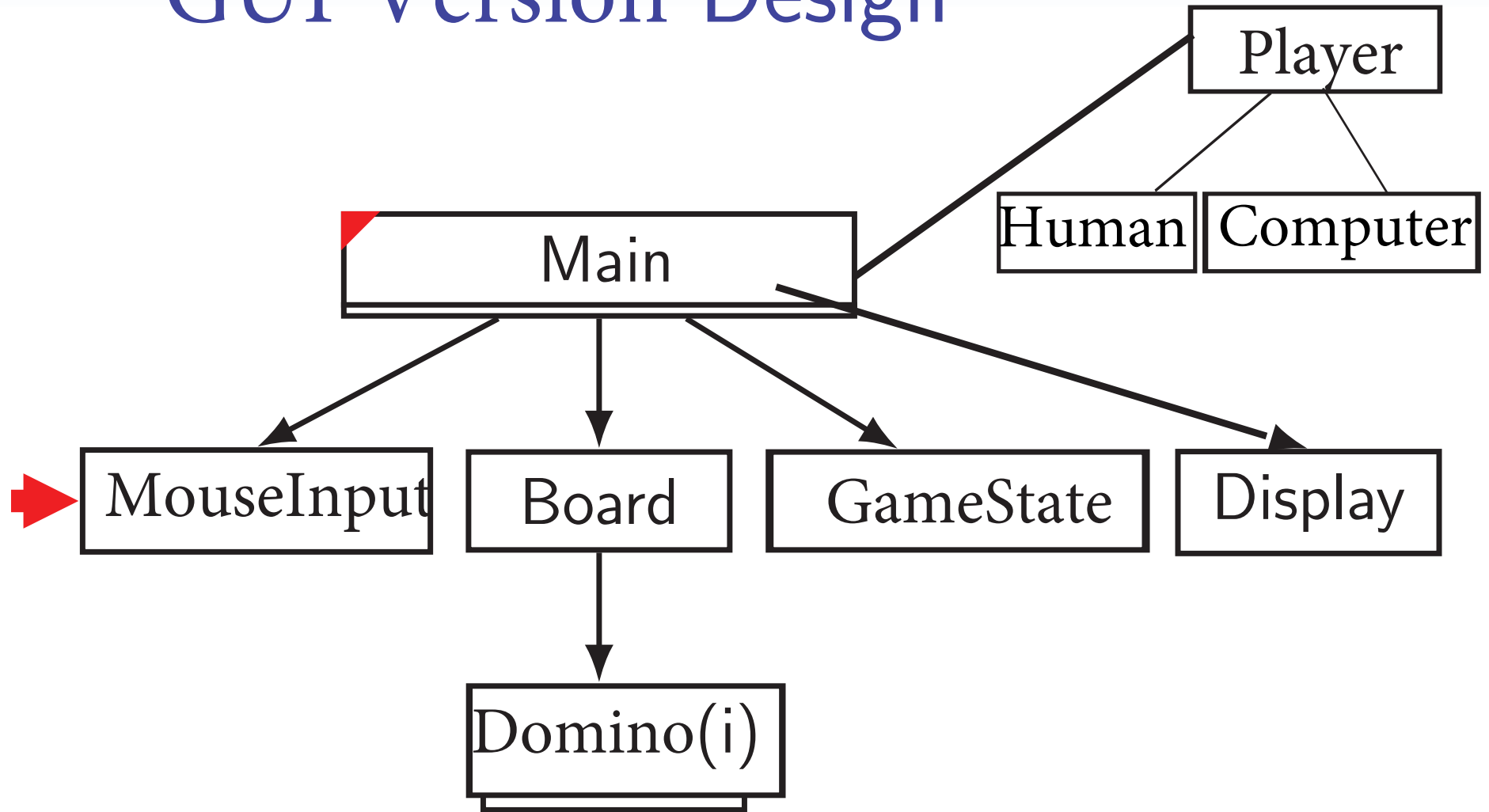


GUI Version Design



➡ Trigger: update from mouse and/or keyboard

Description

- Main: controls the game.
- MouseInput: Encapsulates the input from the mouse(updated by events represented by the red trigger arrow)
- Board: Contains the dominos, domino placement, boneyard info, etc.
- GameState: Keeps track of the state of the game, whose turn it is, who is winning etc.
- Player: Contains information about each player, held domino pieces
- Display: The GUI display, updates with information provided by the board