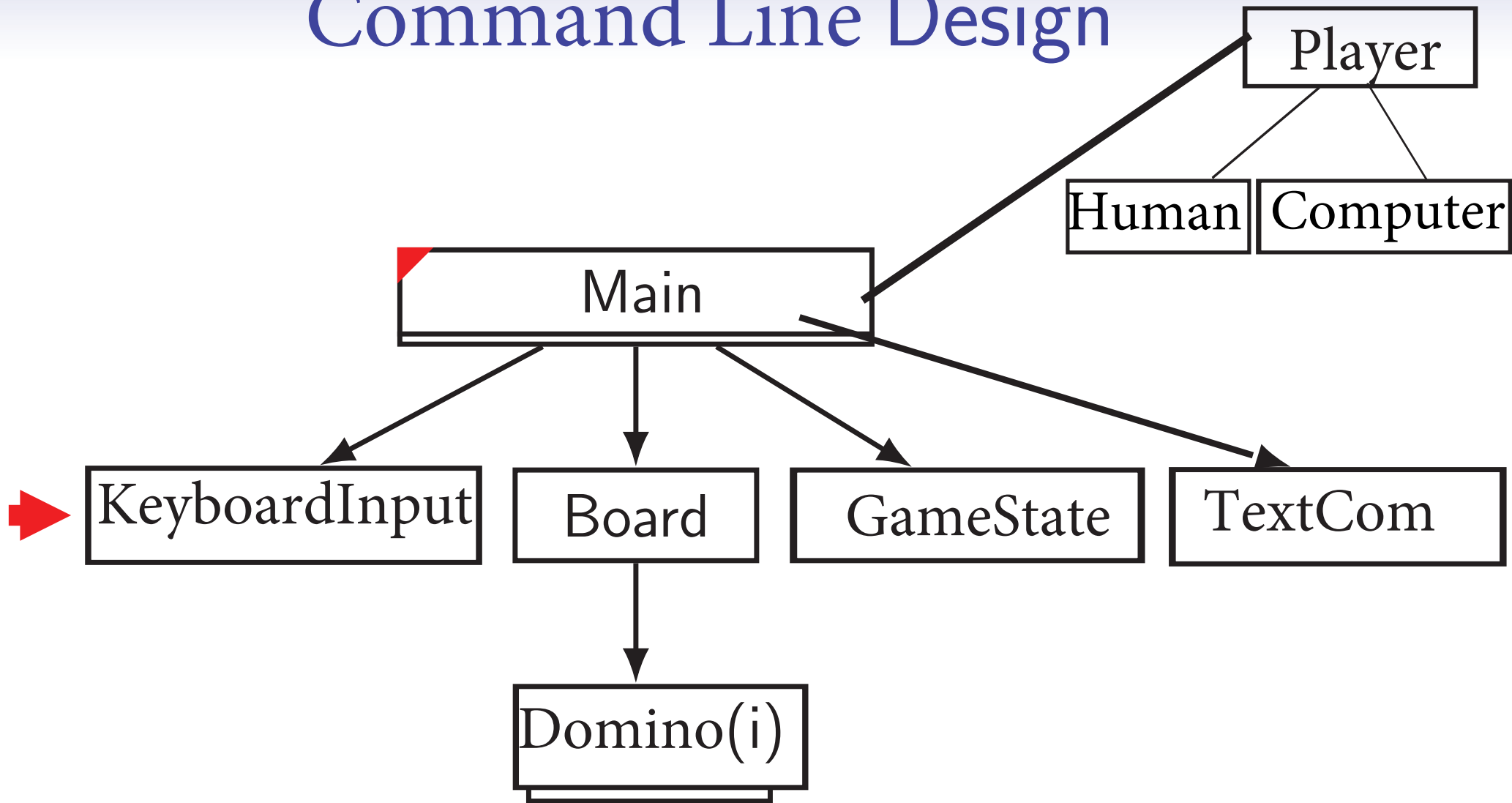


# Command Line Design



➡ Trigger: update from mouse and/or keyboard

# Description

- Main: controls the game.  
KeyboardInput: Encapsulates the input from the keyboard(updated by events represented by the red trigger arrow)
- Board: Contains the dominos, the 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
- TextCom: The command line communication, provides the player with text information about the gameupdates with information provided by the board