





GameGenieController

- primaryStage Stage

-static controller GameGenieController

-static gameQueue GameQueue<Game>

-static final startScreenFile String = "/startScreen.fxml"

-static final gamePickerFile String = "/gamePickerScreen.fxml"

-static final gameRecommendationFile String = "/gameRecommendationScreen.fxml"

# setPrimaryStage(Stage \_stage): void

-updateStage(String \_xmlFile): void

+ changeSceneIntoGamePicker(): void

+ changeSceneIntoGameRecommendation(): void

+ static getInstance(): GameGenieController

+ static handleStartCheckBoxes(CheckBox[] \_startCheckBoxes): void

+ static getGamePickerGame(): Game

+ static userLikedGame(): void

+ static userDislikedGame(): void

+ static userDoesNotKnow(): void

+ static getRecommendation(): Game

+ static applicationClosing(): void

Main

+ static main(String[] args): void

+ start(Stage orimaryStage): void

+ stop(): void

UserController

- static final int defaultLikeValue = 1

- static final int defaultDislikeValue = -1

# static handleCheckBoxes(CheckBox[] \_checkBoxArray): void

# static liked(Game \_game): void

# static disliked(Game \_game): void

# static userDataLoaded(): boolean

# static programClose(): void

GameController

+ field: type

# static getRecommendation(): Game

# static getGameQueue(): GameQueue<Game>

+ static wasGameViewed(String \_gameID): boolean

+ static mostLikedGenre(): String

+ static mostLikedTag(): String