Improved Skeleton of Azul Game

(Assignment 2, D2C)

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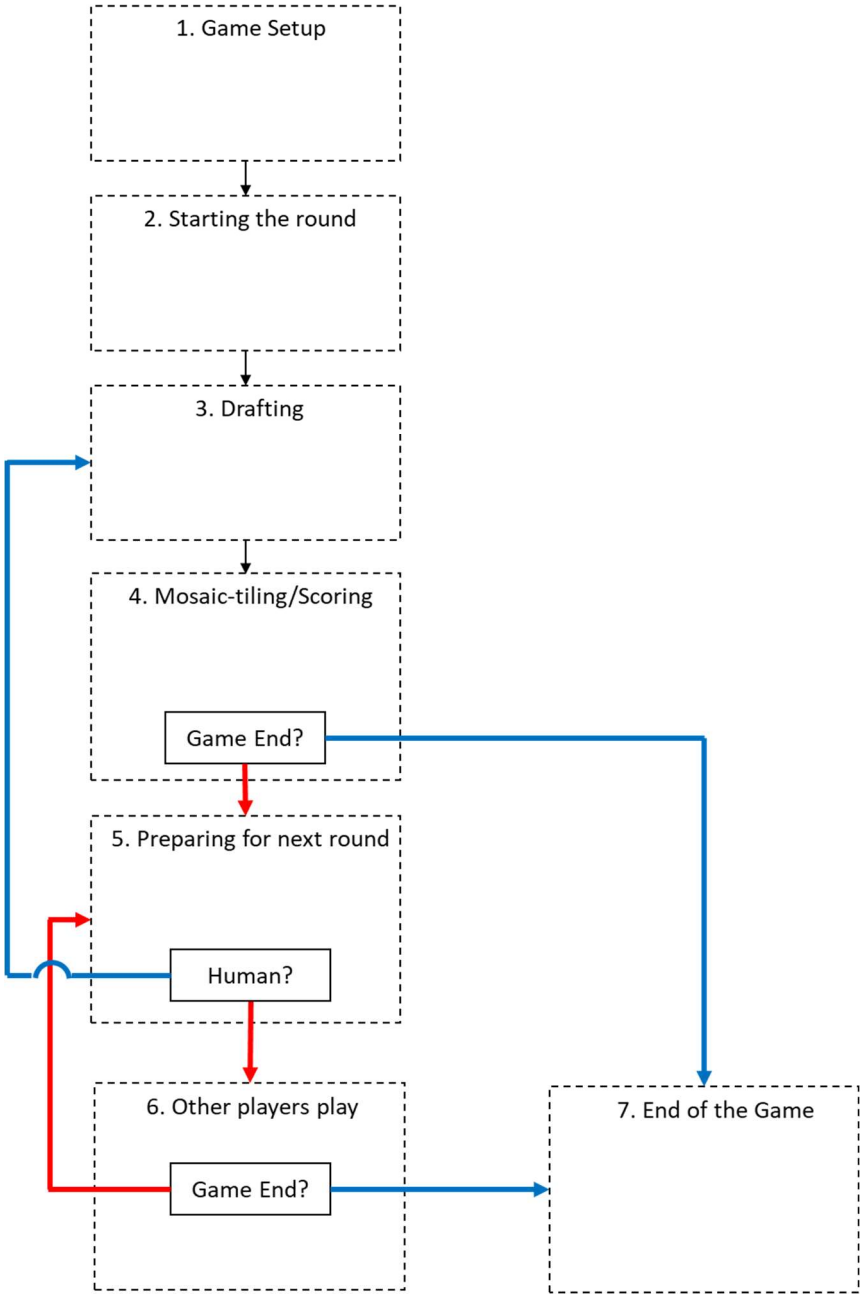
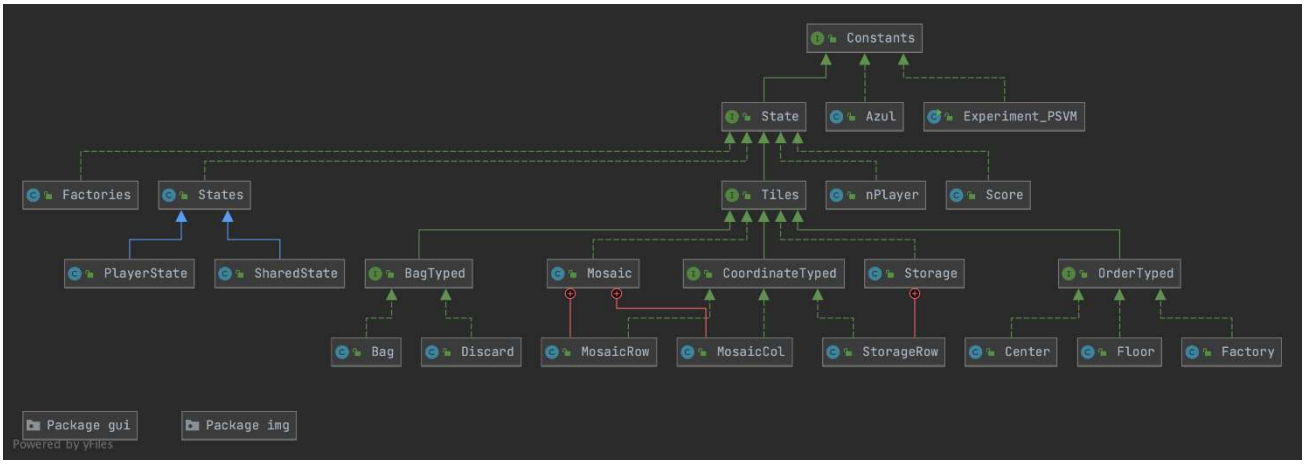
1. Brief logic flow of Azul skeleton (block diagram)

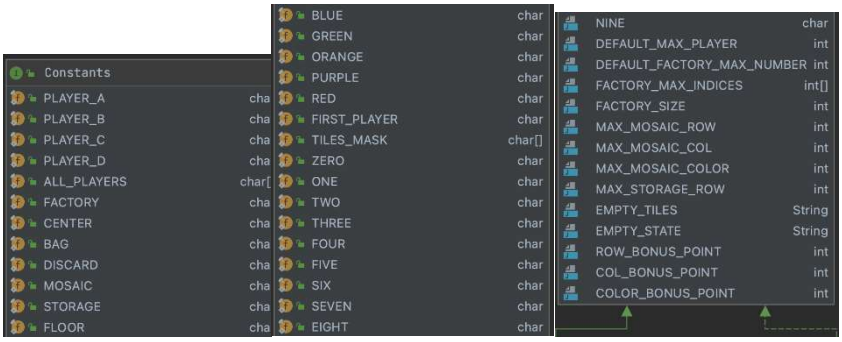


2. Brief structure of Azul skeleton

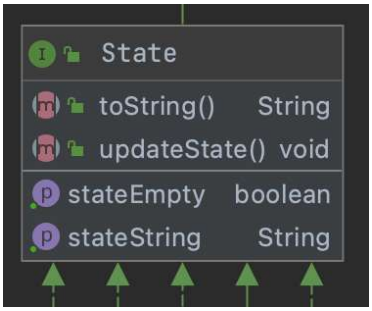


A. Interfaces

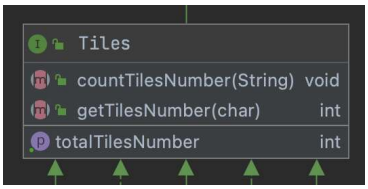
A-a. Constants: every important constant is implemented from here



A-b. State: every method related to strings of state.

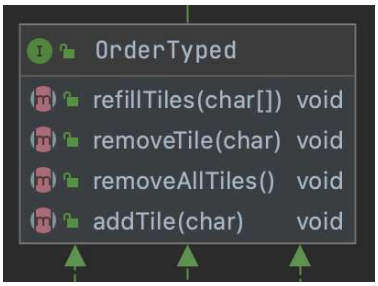


A-c. Tiles: every method related to counting tiles.



A-d. BagTyped: every method related to class which stores tiles as a form of “NNNNNNNNNN”

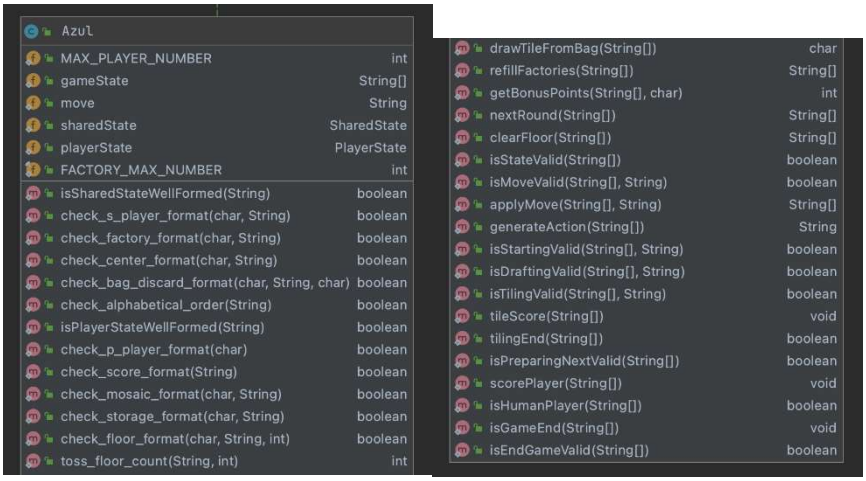
A-e. OrderedTyped: every method related to class which stores tiles as a form of “alphabetical order”



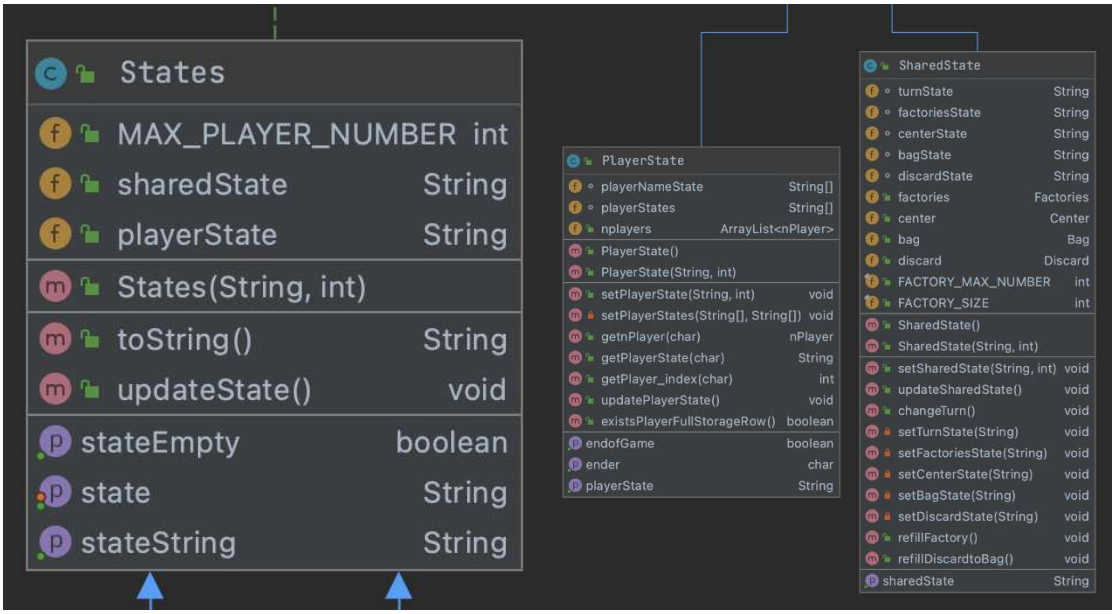
A-f. CoordinateTyped: every method related to class which stores tiles as a form of alphabet with coordinate, or row and number of tiles

B. Classes and inner classes

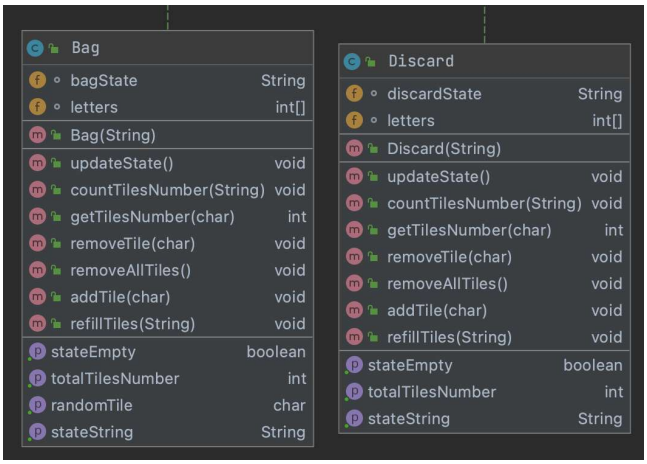
B-a. Azul : main controlling class of game flow, communicates with package gui related class Game, Viewer



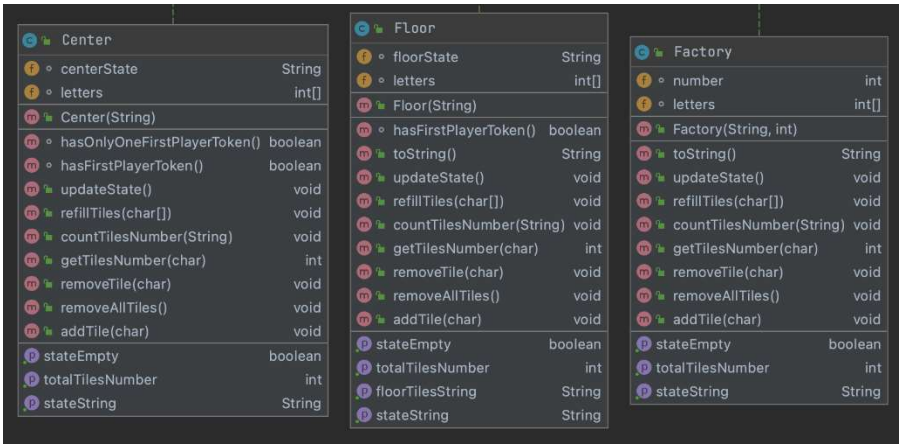
B-b. State, SharedState, PlayerState: shared, playerstate extends state class. They store state string information and divide them to make smaller classes



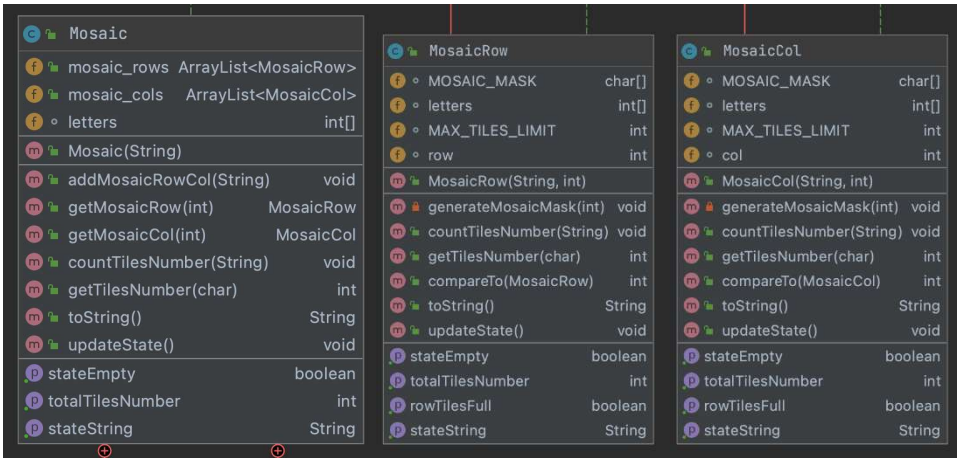
B-c. Bag, Discard: classes bag and discard implement BagTyped interface

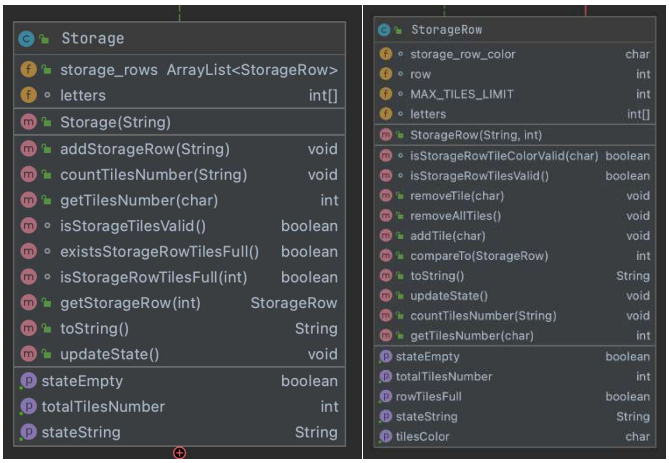


B-d. Center, Floor, Factory: classes center, floor and factory implements OrderTyped interface.

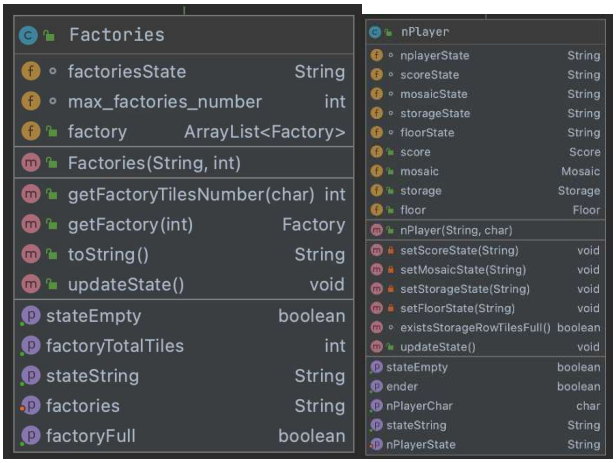


B-e. Mosaic, Storage: classes Mosaic, Storage implements Tiles interface and hav inner classes MosaicRow, MosaicCol, StorageRow which implements CoordiantedTyped interface,





B-f. Factories, nPlayer: classes Factories stores ArrayList of Factory, PlayerState stores ArrayList of nPlayer. Both implements State interface.



B-g. Score: classes Score calculates score of each player.