Simple Design Diagram: Boggle

Joanna Dickerson V2

Main

Display
(Scene.fxml)

Controller

GameManager

Dictionary

GridPane (grid)

Die (SubClass:
fx...Label)
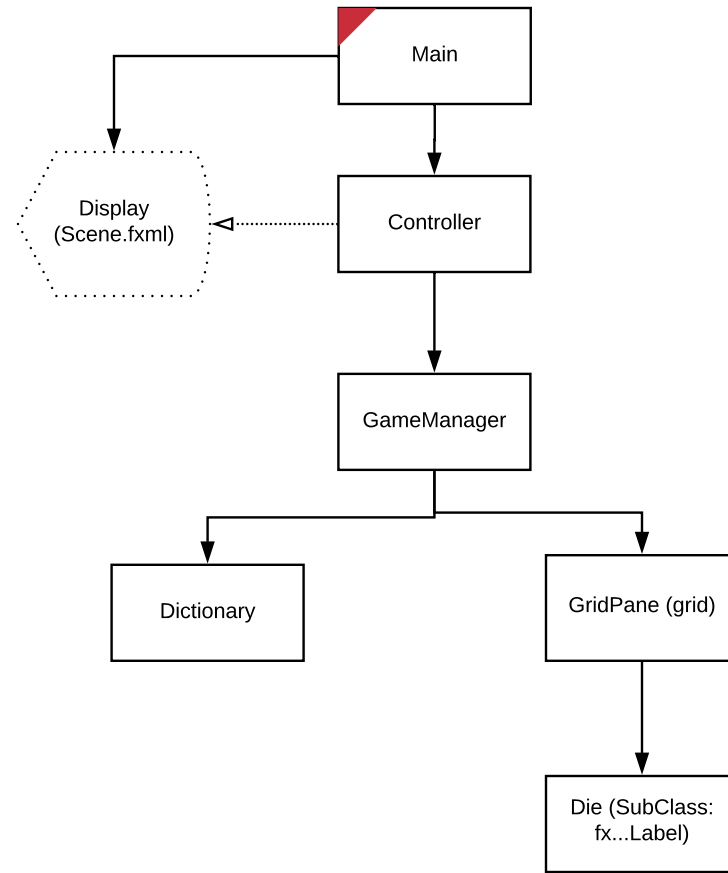
Class Diagram: Boggle V2

Main Class

+ main()
+ start()

Controller Class

- initilize()
- updateView()
- checkInput()

GameManager Class

+ GameManager()
+ isPlayable()
+ alreadyPlayed()
+ isDictionaryWord()

- isOnBoard(), gridSearch()
- buildBoardString(), checkForQ()
- populateGrid(), populateCharBoard()

Dictionary Class

+ Dictionary (min,max)
+ getWords()
+ isInDictionary()

- readFileIn(fileIn)

Die (SubClass: fx...Label)

+ Die (String)
+ getVisited()
+ setVisited(Bool)

(TBD) GAME TIMER