

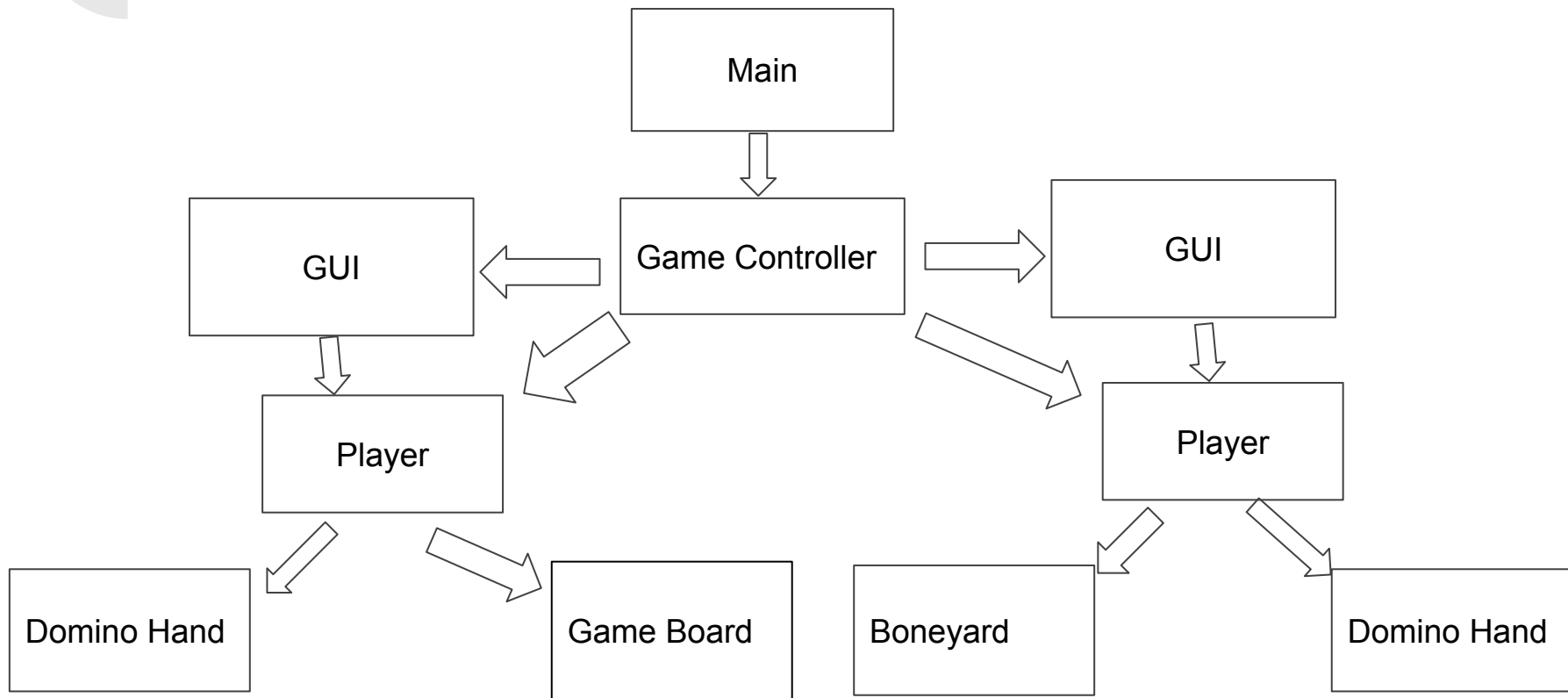
# Dominos

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# Design Diagram





# Main

welcomeScreen() : Created the initial scene that appears when you open the game.



# Game Coordinator

`initializeOrderedDominos()`: creates one of each domino

`startGame()`: executed when player clicks “Start Game”



# GameGUI

`dominoHandView()`: Shows all dominos in player's hand

`viewBoneyard()`: Shows number of dominos in boneyard and creates boneyard button

`showGame()`: Calls methods like `dominoHandView()` that create the scene

`addDominoToHand()`: adds Domino to GUI

`addDominoToBoard()`: Adds domino to game board GUI

`drawGameBoard()`: Initializes the game board

`(right or left)PlaceDomino()`: places domino on either the left or right side of the board



# Player

`printHand()`: used for debugging

`placeDomino()`: places given domino on board after checking if the move is legal

`drawFromBoneyard()`: adds dominos to dominoHand after taking them from the boneyard

`computerPlayTurn()`: AI for the CPU player



# DominoHand

`removeDomino()`: removes given domino from hand

`findDomino()`: looks for possible CPU move

`dominosToHand()`: adds dominos to dominoHand

`flipDomino()`: flips the values of a domino



# GameBoard

`checkLegalPlay()`: takes a domino and a direction and checks if the play is legal

`playPiece()`: adds domino to the game board





# Boneyard

`initializeBoneyard()`: randomizes dominos and places them in a list

`drawDominos()`: removes dominos from boneyard and returns them as a list.