



Game Logic – will essentially control when everything will start and the order of when it starts. Will also hold the logic of the whole game.

Display will hold the board where the dominos will be added when the game is played.

Input state – what happens when the user clicks the mouse and what will happen.

Players include Human and Computer. Both will initially grab 7 dominos from the boneyard

Boneyard will be the place where the dominos will be initialized and added into. The dominos include all 28 and should be shuffled after creation.