



Description of Objects

- Main – The entry point of the program. Uses main() to create all the necessary objects for the game to run properly.
- GUI – This is the visual display of the program. It shows the board, player's hands etc. Dominoes were displayed using DisplayDominoe.
- DisplayDominoe – This is composed of two canvases, one for each side. Each triggers an event.
- Controller – It is the go between for the Model and the GUI. It's composed of nested classes that were used to handle each unique event source.
- Model – This was what held all the data of the game such as the board where tiles had been played, each player, what tiles were in their hands, and the boneyard.
- Board – represented the board where the tiles were played. It used an ArrayList to store all the tiles, and kept track of what values you could play off of.
- Player – Represented the players in the game. It had two inheritors
- HumanPlayer – represented the human player.
- ComputerPlayer – represented the ai opponent. It had all move logic. Unfortunately, I didn't have time to employ cool strategies.
- Move – used to encapsulate the information needed to make plays. It tracked the domino, which side of the tile was being used, and which end of the board to play on.
- Tile – used to represent the dominoes having