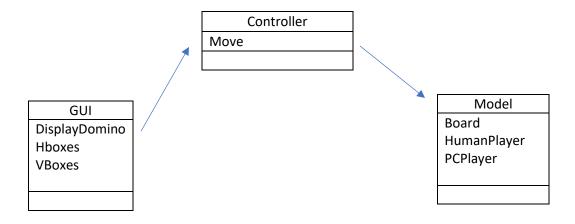
Main
Stage
GUI
Model
Controller
Main()
Start()



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