

Main

Responsibilities

- init stage
- init **Preloader**
- init **ServerInterface**
- init **Game**

Prerequisites

- App dependencies loaded

Preloader

Responsibilities

- Load setup
- Load sounds
- Load spritesheets
- Notify **Game** when **LOAD_COMPLETE**

Prerequisites and Dependency

- Initialised by **Main**
- Given **Game** class instance
- Should know device setup

Game

Responsibilities

- Store **GameState**
 - Initialise **Display** and pass in stage
 - Initialise **GameComponents**
 - Start a **Game**
 - Initialise **UI Events**
 - Wire up **ServerInterface** to **GameComponents**
 - Creates **CommandQueue**
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Dependency

- **GameState**
- **GameComponents**
- **stage**
- **Display**
- **ServerInterface**

ServerInterface

Responsibilities

- Connect to server
 - Handle connections
 - Handle Errors
 - Define messages to server
 - Handle server responses
 - Notify **Game** or **ComponentsService** by Events
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Dependency

- Initialised by **Main**
- **Game**
- **ComponentsService**

Display

Responsibilities

- Draw background
 - Draw UI Elements
 - Draw Game Elements
 - Draw Reels
 - Wire **Display** to **GameComponents**
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Dependency

- Device info
- Setup
- **GameComponents**
- **stage**

GameComponents

Responsibilities

- Each Game component should listen to Events from SeverInterface or UI and control the Display.
 - Should also send commands to ServerInterface
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Dependency

- **ServerInterface**
- **Display**
- UI
- **Setup**
- **GameState**

CommandQueue

Responsibilities

- Creates queues for **Commands**
 - Executes Queued **Commands** over time
 - Call **QueueFactory** to generate **Commands**
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Dependency

- **QueueFactory**
- **ServerInterface**

Command

Responsibilities

- Init data and GameComponent
- Execute GameComponent function

Dependency

- GameComponent
- Data

QueueFactory

Responsibilities

- Creates **CommandQueues** and returns them to **CommandQueue**
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Dependency

- **Setup**
- **ServerInterface**
- **GameComponents**
- **Command**
- **CommandQueue**