Sequence diagram for The game logic

Comments

- Unimportant setters/getters/if-statements/loops are excluded in this diagram.
- The diagram only deals with the game-logic, since this is the only part of the app, where the complexity needs "explanation".

GAME   **BOARD**   **PIECE**

Gen Piece ()

get Piece ()

Update Board ()

(If Bottom) set Can Remove (true)

Draw Board ()

make Still () or make Tee ()

Current array

Scan ()

Score++; Remove Line ()

move Down ()

If full line

set Can Remove (false)

Set Score ()

Update Stage ()

Check Under Bottom ()

If true — Bottom = true;

If true — Set Can Remove (true)

If bottom — Present ()

Gen Piece ()

get Piece ()

Edits the board, and give points

Makes the piece fall

This is a hand-drawn UML sequence diagram.

Participants: TetrisController, Game, Board

Message from TetrisController to Game:
1 HandleRotatePiece()
2 Handle Right()
3 Handle Left()

On Game:
1 rotate Piece()
2 move Right()
3 move Left()

Game to Board: (arrow)

Board to Game: "CHECKS"

Game to Board: update Board()

Game to TetrisController: CREATES BOARD FOR CONTROLLER TO DRAW.

Controlled by User (first section)

TetrisController to Game: HandleDown()

while !checkmoveBottom

Game to Board: UPDATE STATE()

Game to Board: UPDATE BOARD()

Game to TetrisController: CREATES BOARD FOR CONTROLLER TO DRAW.

Controlled by User (second section)