

Level2MainActivity

Where the main logic of the game happens:

1. Creates the buttonMatchables using a director
2. Lays out the buttonMatchables dynamically using LinearLayout in a grid
3. Sets the logic of the buttonMatchable(modifies onClick of the buttons, which delegates buttons to be placed at the end of an instance attribute listOfButtonRequests whenever the button is clicked)
4. A new thread is opened with a while loop inside. Every iteration, the loop checks the first and second elements of the list of clicks i.e. listOfButtonRequests. If they match, remove them from the game, otherwise, flip them back over.

MatchableDirector

An interface defining all the methods a matchableDirector should follow

MatchableButtonDirector

Makes a deck of ButtonMatchables i.e. cards consisting of numRows x numColumns ButtonMatchables

MatchableBuildable

Defines all the methods a builder of a card/matchable should include

MatchableButtonBuilder

Makes the creation of a ButtonMatchable i.e. card more modular and easier



