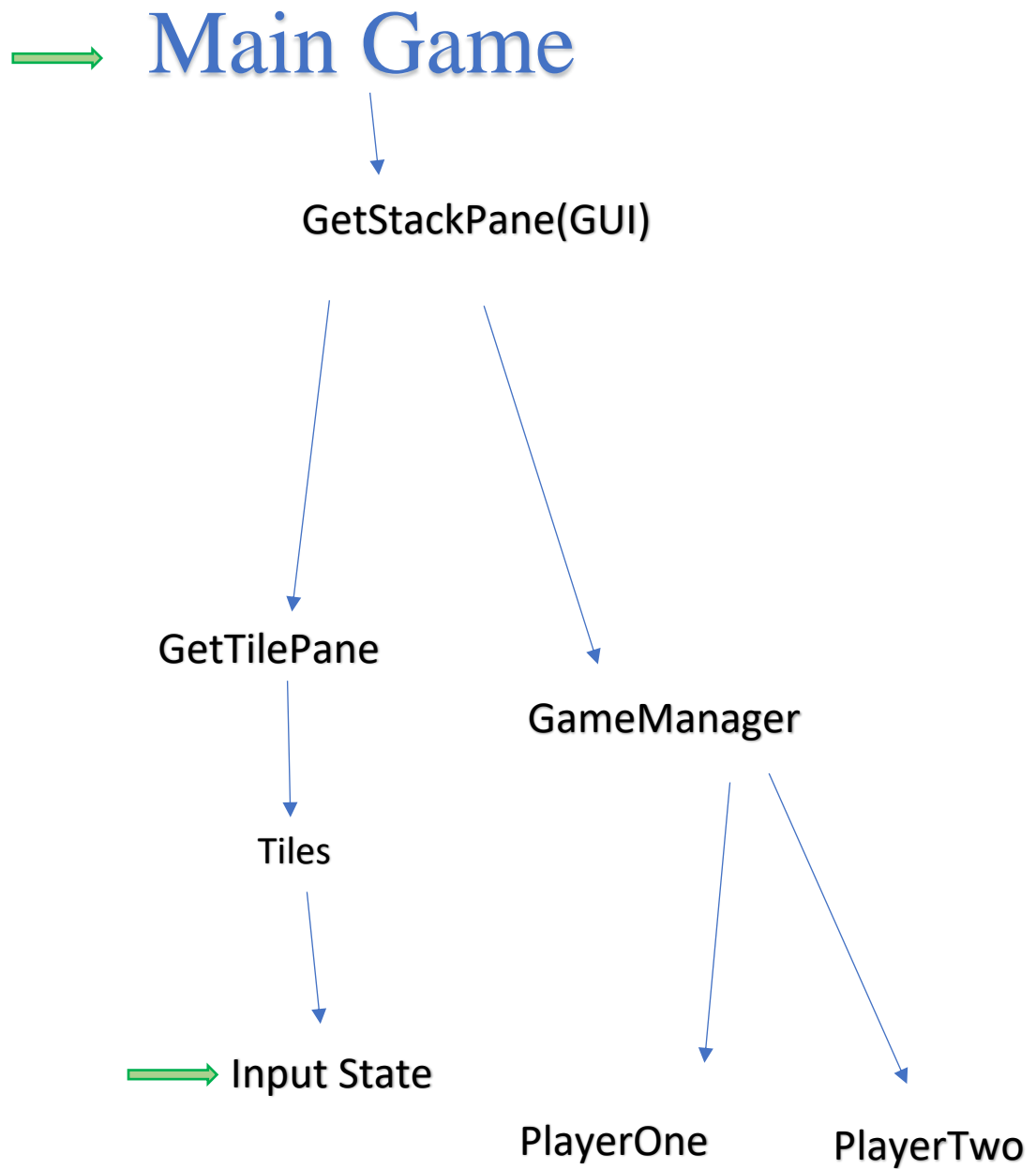


Proposed design:



Description:

1. Main Game Loop: The main game loop gets the user input and keeps updating the graphics with that input.
2. GetStackPane: this creates pane all dominos, buttons, and labels. This is bridge between the GameManager and the GetTilePane.
3. GetTilePane: GetTilePane creates the dominos in the board based on the information from the game board to GetStackPane. It gets updated with every mouse click on tile and provides all information to the display section of the program. It is also gets updated when computer plays. User only can provide the input to the program through clicks on the tile.
4. GameManager: This sets up the distribution of dominos. The letters are compared with the corresponding shapes to get the shapes arranged in the tiles.
5. PlayerOne: This stores the player one dominos and is used for human move. This sets up the input obtained from the GetStackPane and provides the information to the GameManager for the processing of the game.
6. PlayerTwo: This stores the player two dominos. GameManager has access to update its variable based on the computer moves.
7. Score: This provides winning decision feature to the game. This is continuously used in the game to check if there is winning. If there is winning, it contacts back to the GetStackPane to display the alert of winning.