Higher Level Design

We decided to program our game in Java, as we are all currently using Java for multiple other modules this semester, and then we chose JavaFX as our graphics tool.

For our Higher Level Architecture, we created a Model-View-Controller diagram for the game. Our setup is mostly standard, with the only exceptions being:
1. We display the score within our BoardRevealed view, instead of having a separate score view
2. We decided to implement a Startup view and a StartGame option in our controller, to allow the game to more smoothly startup and repeat after finishing.