



Description of Object Diagram

Text/Gui GameLoop: This class contains the loop method that runs the entire game. It has references to a DominoGame and Renderer. The Main method above calls the loop and the loop exports the data to the renderer, the renderer then renders the data and then the textrenderer imports new state into the DominoGame using the importer interface. There are a GUI and a Text gameloop. This can be converged into one type of object in the future if I have time.

DominoGame: This is the main logic and state machine for the game. It is built with two player objects, a board object, a boneyard object, and has two sub-interfaces used to transmit data in and out of the object called an Importer and an Exporter. The Importer is an interface implemented by the Text or GUI Renderer. So when new state is needed it requests it from the importer. I defined my own protocol that is expected in the form of a string[]. The Exporter is also an interface implemented by the Text and GUI Renderer. This allows the gameloop to export state from place to place when needed.

User Player: This object contains a Hand object and the behavior of a player. This particular object allows the human player make decision and change the state. For a user player to make a move, it requests it from the importer.

Computer Player: This object is similar to the User Player object but it automates the turn by using a stupid simple algorithm to play a move.

Board: This object keeps track of the playing board state

Boneyard: This object keeps track of the boneyard state.

Importer: I mention this so we can visually see where data gets moved from the logic to the renderer(text or GUI). This interface is implemented by the renderer.