Board Game

Rough planning

Classes:

* Main
* Canvas
* Variables Initiator
* Shape
* Section
* Card
* Board

New Classes:

* Create Card List
* Get Clicked Card
* Game Over
* Game Initiator
* Game Engine
* Game Objects Initiator

Description :

Shape:

* Takes the x coordinates, y coordinates, x size and y size

Card:

* Extends Shape class
* Constructor takes x coordinates, y coordinates, x size,

y size, card value and the index of the card

Section:

* Extends Shape class
* Constructor takes x coordinates, y coordinates, x size,

y size, Section name and card list

Board:

* Extends Shap class
* Constructor takes x coordinates, y coordinates, x size,

y size, image name, section1 , section2 and section3 objects.

Canvas:

* Initialize the canvas (Html 5)
* Assign the size to the canvas

Variable Initiator:

* Initiate the global variables

Game Object Initiator:

* Initiate the Game objects needed for the game to be ready

Create Card List:

* Make a list of cards
* Separate function for section1

Get Clicked Card:

* Constructor takes the clicked x and y coordinates
* Function get clicked card returns the clicked card object

Game Over:

* Constructor takes player 1 name and player 2 name as parameter
* Method ‘check Game Over’ takes player1 array and player 2 array as parameter

Initiate Game:

* Constructor does not take any parameters
* Contains Initiate function which initiates all the game objects needed

Update Game:

* Constructor takes touched player 1 name and player 2 name
* Contains a function which updates the arrays

Status Bar:

* Constructor takes palyer1name and player2name

**Packaging**

Model Classes

* *Shape*
* *Card*
* *Section*
* *Board*
* *Canvas*
* *Create Card List*
* *Get Clicked Card*
* *Status Bar*

Initiation Classes

* *Variables Initiator*
* *Classes Initiator*
* *Game Object Initiator*
* *Game Initiator*
* *Game Engine*
* *Main­­*

Update Classes

* *Update Game*
* *Game Over*