**Sokoban – Project Description**

# **View**

The view package holds the classes in charge the GUI.

## Sokoban

## BoardDraw

# **Model**

The view package holds the classes in charge the GUI.

## BoardModel

# **LevelLoader**

The levelLoader package holds the classes that load different levels from text files.

## LevelLoader

## Cell

# **Controller**

The Controller package contains the listener classes. This "listens" to user input and sends messages to the model package and view package accordingly.

## ControllerClass

The main controller in the project.

Upon arrow key-press will send a message to the **BoardModel** to make a move in the designated direction

Upon the user pressing the Reset button, the controller sends a message to the **BoardModel** to reset.

Upon user choosing an element in the level list the controller sends a message to the **BoardModel** to load a new level accordingly.

After a message is sent to the Model package, a message is then sent to the Sokoban class that instructs it to update the view according to the board.

## UndoController

This class is the action listener for the Undo button.

Upon the user pressing the button