Session

-startTime: DateTime
-socre: int
-isFinished: boolean
-gameSpeed: double
-board: Board

+Session()

+getStartTime(); DateTime
+getScore(): int
+getIsFinished(): boolean
+getGameSpeed(): double
+getBoard(): Board
+setScore(score: int): void
+setIsFinished(isFinished: boolean): void
+setGameSpeed(gameSpeed: double): void
+updateDisplay(): void

Board

+HEIGHT: int = 11
+WIDTH: int = 5
-blocks: Block[][]

+ Board()
+ Board(blocks: Block[][])

+get:Blocks(): ArryList<Block>
+setBlocks(blocks: ArrayList<Block>): void
+addBlock(block: Block): void
+removeBlock(block: Block): int
+moveBlockByOne(block: Block, direction: Direction): void
+moveBlocks(direction: Direction): void
+validateMove(direction: Direction, coordinates: int[]): boolean
-seeOneDirection(direction: Direction, coordinates: int[]): int
-removeDeadBlocks(coordinates: int[]): int
+processEliminating():int

Block

-value: int
-isMoving: boolean
-isAlilve: boolean
-colour: Colour

+Block(value: int)

+getValue(): int
+getIsMoving(): int
+getIsAlive(): int
+getColour(): Colour
+setValue(value: int): void
+setColour(colour: colour): void
+setIsMoving(isMoving: boolean): void
+setIsAlive(isAlive: boolean): void

<<enumeration>>
Colour

blue
red
green
purple
pink
yellow
orange
gray
brawn

<<enumeration>>
Direction

up
left
right
down

JavaFX

-JavaFX()

+drawBoard(board: Board): void
+drawMenu(): void
+printScore(score: int): void

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