

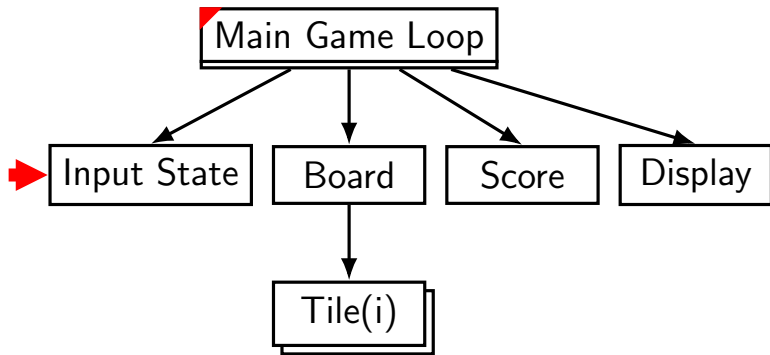
CS 351
Design of Large Programs
Tiles Design

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Proposed Design



➡ Trigger: update from mouse and/or keyboard

Description

- Main Game Loop: controls the game.
- Input State: Encapsulates the input from the mouse and/or keyboard (updated by events represented by the red trigger arrow)
- Board: Contains the tiles, tracks tile selection
- Score: Tracks the current and longest matching streaks
- Display: The GUI display, updates with information provided by main loop