Due to the program making use of the Model-View-Controller pattern, the three main sections in the program are divided into a Model, a View and a Controller.

The DotView class is the class that represents the View and controls what the user of the game sees on their screen. One of its primary responsibilities is the onDraw function. This function is in charge of assembling the user interface by setting colors, drawing the game board and setting the program style.

Within the Controller, there is a Controller class, a DotGenerator class and a TrackingTouchListener class. The Controller class is the class that controls the main activity for the program. ‘Monsters’ or ‘dots’ on the screen are created, changed, and given position on the game board. The DotGenerator helps to control the game such as which level the player is on and ensuring that the number of monsters on the game board is correct for the level. TrackingTouchListener is the listener that controls the main movement of the monsters and allows them to randomly move within neighboring squares of the gameboard.

The Model is represented by the Dots class. The Dots class creates the general representation of the game. There are a large number of functions that assemble the framework of the program such as adding/removing dots, determining the state of the dot/monster and establishing if neighboring grid cells are occupied.