





After carefully examining the specs, I ~~del~~ thought of breaking down this project into frontend and backend. Further the frontend consisted of one class namely GVI.java which was responsible for getting ~~data data~~ ~~and sending~~ user data, sending it to backend classes and receiving processed data to change UI as expected. The backend of the system consisted of 3 classes Board.java, Users.java, and Cards.java. Board acted as the main backend program which controlled the data handling and storing also controlling communication between the users and cards program/class. ~~Player.java consisted~~ ~~Users.java of data regarding~~ Users.java consisted of data and methods specific to different players of the game and the cards class ~~held~~ held the grid/deck of the images/cards.