Hearts Class Brainstorm

Classes:

1. Player
2. Card
3. Deck
4. Game
5. Music
6. Card Inventory
7. Score Calculator
8. Game restrictions
9. Pile (place to play cards)

Model:

1. Difficulty
2. Single player / Multiplayer
3. Score
4. Game Type (Q-spade breaks, Jack of diamonds, Points)

Views:

1. Number of Player Selection Screen
2. Configuration Screen
3. Game Screen
4. Score Screen

Controllers:

Player Selection Controller (stores player data into model)

Configuration Screen Controller (stores more data into model)

Game controller (regulates the game)

Score Screen (simply displays scores)