Class Elaboration

Player:

Private Card[] hand

Private int points

Card:

Private String name

Private String suit

Private String value

Private int pointValue

Deck:

Private Card[] deck

Public Deck()

(initialize all the cards)

Private void shuffle()

Game Restrictions (Might be part of game screen controller):

Private String Difficulty (for single player)

Private String NumberofPlayers

Private int pointLimit

Method for choosing right card depending on suit played

Jack of Diamonds rules

Q-Spade breaks or not

When Hearts are broken which allows hearts to be played

Music:

TBA