CSC 578-B Group #5

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**Requirements Elicitation**

Component – Cards

1. Game should utilize a standard deck of 52 cards, cards A – K in each of four suits.
2. Card backings shall be a solid color.
3. Card faces shall show the standard suit symbol and card number.
4. A method needs to be created to “shuffle” the cards before the beginning of play.
5. Card order in the deck shall be stored in an array.
6. Each card will need a value assigned to it (e.g. A = 1, Q = 12). Multi-dimensional array for the deck?

Component – Rules

Component – Game Board

Component – Players

Component – Game Engine