

CRC MODEL

Group 036

UNO

UI

- Start the game
- Enter players' names
- Play cards, draw cards
- End the game

Controller

Controller

- Construct a game
- Deal the cards
- Run the game

UI

PlayerUseCase

DeckUseCase

PlayerUseCase

- Store the players.
- Let player draw a card
- Let player play a card
- Determine whether the player wins
- Determine whether the player can play a card
- Shows what cards the player can play
- Renew the last card played
- Get the players

Controller

Card

Player

DeckUseCase

- Store and get the information of the used and unused decks
- Shuffle the decks by put the used cards to the unused
- Initialize and set an unused deck
- Put a card to the used deck
- Draw a card from the unused deck
- Determine the card is in the given cards list
- Determine whether the card is a null card.

Controller

Card

Deck

Player

- Store and get the player's id, handcards, position.
- Draw a card
- Play a card
- Get the number of handcards
- Get the handcards
- Print the information of the player

PlayerUseCase

Card

Deck

- Store and get the used and unused decks
- Determine whether the unused deck is empty
- Show the number of cards of a given deck
- Replace the used or unused deck with a given deck
- Draw a card from the unused deck
- Shuffle the decks

DeckUseCase

Card

Card

- Store and get the color, number, function, id of the card
- print the card

DeckUseCase

Deck