

CRC Cards – Class Responsibilities Collaboration

CommandLineController	
Allow user to input choices	Game
Creates and maintains Game objects	DatabaseQuery
Creates and utilises DatabaseQuery object	
Returns text output as Strings	
Logs game info if requested	

Game	
Create and maintain ModelPlayers.	ModelDeck
Choose who plays first.	ModelPlayer
Decide who's turn it is per round.	ModelCard
Decide which player has won each round.	ModelCommunalPile
Choose stat to be compared, from player or AI.	
Take cards from opponent and give to winner of round.	
Query players and compare stats for current cards to determine a winning player.	
Keeps track of active players.	
Keeps track of how many rounds each player has won for database.	

ModelAIPlayer	
Select the highest attribute from current hand	ModelCard

DatabaseQuery	
Add new game table to database	Game
Query database to provide stats from previous games	
Return stats as String	

ModelCard	
Represents a Top Trumps card with given text and attributes	
Returns attributes and descriptions as integers and Strings	

ModelPlayer	
Add and remove cards from hand	ModelCard
Returns card info as String	

ModelCommunalPile	
Stores the communal card pile while game is in play	ModelCard
Returns or passes on pile to round winner until no cards left	ModelPlayer

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ModelDeck	
Maintains list of cards split between communal pile + main deck	ModelCard
Deal cards between players	ModelCommunalPile
Shuffle cards in deck	ModelPlayer
Add cards to deck	
Get card from shuffled deck	
Return deck info as String	

ModelDeckBuilder	
Reads card info from a given text file.	ModelDeck
Populates a ModelDeck object with ModelCards	ModelCard

