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| Game | |
| Read in deck from text file. | ModelDeck |
| Get game details from command line. | ModelPlayer |
| Create players. | ModelCard |
| Choose who plays first. |  |
| Decide who’s turn it is per round. |  |
| Choose stat to be compared, from player or AI. |  |
| Take cards from opponent and give to winner of round. |  |
| Decide winner each round. |  |
| Distribute deck among players. |  |

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| ModelAIPlayer | |
| Select the highest attribute from current hand | ModelCard |
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| DatabaseQuery | |
| Add new game table to database | Game |
| Query stats from previous games |  |
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| ModelPlayer | |
| Add and remove cards from hand | ModelCard |
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| ModelCommunalPile | |
| Store the communal card pile. | ModelCard |
| Allow addition of cards to communal pile. | ModelPlayer |
| Allow removal of cards from communal pile by player. |  |
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| ModelDeck | |
| Maintain a list of cards split between communal pile and main deck | ModelCard |
| Deal cards between players | ModelCommunalPile |
| Shuffle cards to deck | ModelPlayer |
| Add cards to deck |  |
| Get card from shuffled deck |  |

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| ModelCard | |
| Maintain a list of card attributes |  |
| Return highest attribute |  |
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| Round | |
| Query players and compare stats for current cards to determine a winning player. | ModelPlayer |
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