Spiel

Zufallsgenerator

Timer

Spiel

- + mode: Enum
- + modeIndex: int
- + numberOfCards: int + gamestate: Enum
- + cards: list
- + drawnCards: list
- + selectMode()
- + incrementMode():
- + decrementMode():
- + confirmMode():
- + selectNumberOfCards():
- + incrementNumberOfCards():
- + decrementNumberOfCards():
- + celebration()
- + userInducedExit() /A+B drücken
- + drawCard():
- + outputCard():
- +exitGame()

Zufallsgenerator

+ generateRandomNumber(cards.length()): Туре

Timer

- + duration: int
- + startTimer():
- + incrementTimer():
- + decrementTimer():
- + timeout():