

Design Document Template

Encapsulation: Both “Group of cards”, “Player” class have private data fields, getters and setters, so users can only access these data through designated ways.

High Cohesion: Each class only serves one purpose. For example, “Card” class is used for defining cards played in the game. “Group of cards” is used for representing any group of cards, player’s hand, cards on table, etc.

Loose Coupling: Each class is independent to each other because each class does not need the full detail of other class to work properly.