# Hilo design document

## Objects

* Card
* Score

## Card Object

Responsibility:

* To generate a value and store said value

Behaviors:

* Generate a new value

State:

* Card value

## Card Class:

value: int

generate\_value(): none

## Score Object

Responsibility:

* Takes player choice and generates a new card, uses the guess to calculate the update score

Behaviors:

* Get player choice
* get new card and update score

State:

* score
* player choice
* last card
* current card

## Score Class:

lastCard: object

score: int

currentCard: object

playerChoice: char

updateScore(): none

getChoice(): none