CARD GAME TEAM PROJECT

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GitHub repository: <https://github.com/Emiliano2811/cse210-02>

Abstraction

Establishes a connection between abstraction and program design choices. Provides examples from notes, diagrams or other design materials.

| Object: Player  Responsibility:  -To let the player know if he wins or loses. Makes the random decision on to score points  Behaviors:  -Decide Higher points  -Decide Low (substract) points  State:  -Win game & Lost game |
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| Object: Cards  Responsibility:  -The user will choose from the cards randomly  Behaviours:  -Decide if the card will have a lower or a higher number  -Set a random number  State:  -Display score is lower or higher |
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| Object: Score  Responsibility:  -The user will have the random number displayed and the game will sum or subtract points  Behaviour:  -The user will have a score displayed. The score will sum or subtract if He hits 0 score, will lose  State:  -Display sum or subtract score |
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| Object: Play Again  Responsibility:  -The user will have to make the decision to play again if points do not equal zero  Behaviour:  The game point is not to hit 0 score, user will lose and can decide to play again  State:  -Keep playing if not, exit |
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| Class: Card\_Game |
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| Player\_decision:  Card\_random:  Set\_score:  Play\_Again: |
| Functions to code |

Relationship

| Game | Start the game |
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| Display Card | random number |
| Player Guess |  |
| Compare | player guess vs random number card |

THIS DOCUMENT WILL BE IN CONSTANT UPDATE