no

yes

Start game

Set related game variables to “Classic” game mode values

Set related game variables to “Shared” game mode values

User input

(clicked button)

Display game select menu

Load stats and assign them to corresponding labels

Display stats menu

Back to menu button clicked?

Close Program

User input

(Clicked button)

Display main menu

Start

classic

back

shared

stats

quit

no

yes

Player has no cards?

Initiate player turn

no

yes

no

yes

Stop gameplay, close game screens and open main menu screen

Display victor (Whoever has more points) and add either victory, loss, or tie value to stats database

Pass CPU’s defense turn

CPU has no cards left?

Pass player’s turn

Player and CPU have no cards left?

Draw 1 card each for CPU and Player (if cards in deck)

End player’s turn

Add points to player depending on remainder (player card value – CPU card value) (value is 0 if CPU played a wild)

Display CPU’s selected card and reduce player card’s amount by CPU card’s value (by 10 if wild)

Run CPU defense method and select CPU card to play

Display player’s selected card

no

yes

no

yes

no

yes

Stop gameplay, close game screens and open main menu screen

Display victor (Whoever has more points) and add either victory, loss, or tie value to stats database

Pass CPU’s turn

CPU has no cards?

Pass player’s defense turn

Player has no cards?

Player and CPU have no cards left?

Display player’s selected card and reduce CPU card’s amount by player card’s value (by 10 if wild)

Enable player’s defense turn

Add points to CPU depending on remainder (CPU card value – player card value) (value is 0 if player played a wild)

End CPU’s turn

Draw 1 card each for CPU and Player (if cards in deck)

Display CPU’s selected card

Start CPU turn, run CPU turn method and pick card to play