**PLAN FOR DESIGN DOCUMENT:**

UML diagram of ‘src’ package

Our solution

NOTES:

* Exception handling uses the general *Exception* class, because there are so many possible exceptions when receiving input / reading a file, that it is easier for the user *and* programmer to just spit out a general “try again” message.
* getPlayers looks at first half of pack, getDecks looks at second half
  + we can only do this because we are certain that the array is of the correct length at this stage.
* If a player knows the game is finished, but still has turns and therefore is doing *checkDeck()*, it will just pass a card from its left deck to its right deck