Scope Of Work

The Program must include:

1. Game Class
   1. Will properly manage all the game’s rules
      1. Keeping a certain hand size for all Players
      2. Stopping when any Player reaches a certain number of rounds won
   2. Include certain structures that hold Players and Cards respectively
      1. Players will be called to cycle the “Judge” for each round
      2. Cards will be linked to each other whenever in a deck
   3. Make sure that certain attributes can differ in the beginning but not change later
      1. Player Number
      2. Hand sizes for players
      3. How many rounds are needed to be won by a single player
2. Player Class
   1. Will be able to hold references to other Player objects
   2. Will hold an array (hand) of Cards
      1. Properly select Cards from that array
      2. Properly add and remove Cards
   3. Keep track of rounds won by Player
3. Card Class
   1. Will be able to hold references to other Card objects
      1. Must be able to call the reference to the “next”
   2. Will hold onto references to any “owning” Player
      1. Must be able to call the reference to the “next”
4. Text Based GUI
   1. Will cycle between players each round, showing their hand
   2. Allow for selection of Cards necessary for the round
   3. The Judge will display no hand, rather all other Players choices and select the winning card(s)

Other Things:

1. Updated diagrams from Assignment 3, reflecting the final project.
   1. Use Case
   2. Class
   3. Sequence
   4. Statechart
   5. Object
2. 1 of each, more if necessary