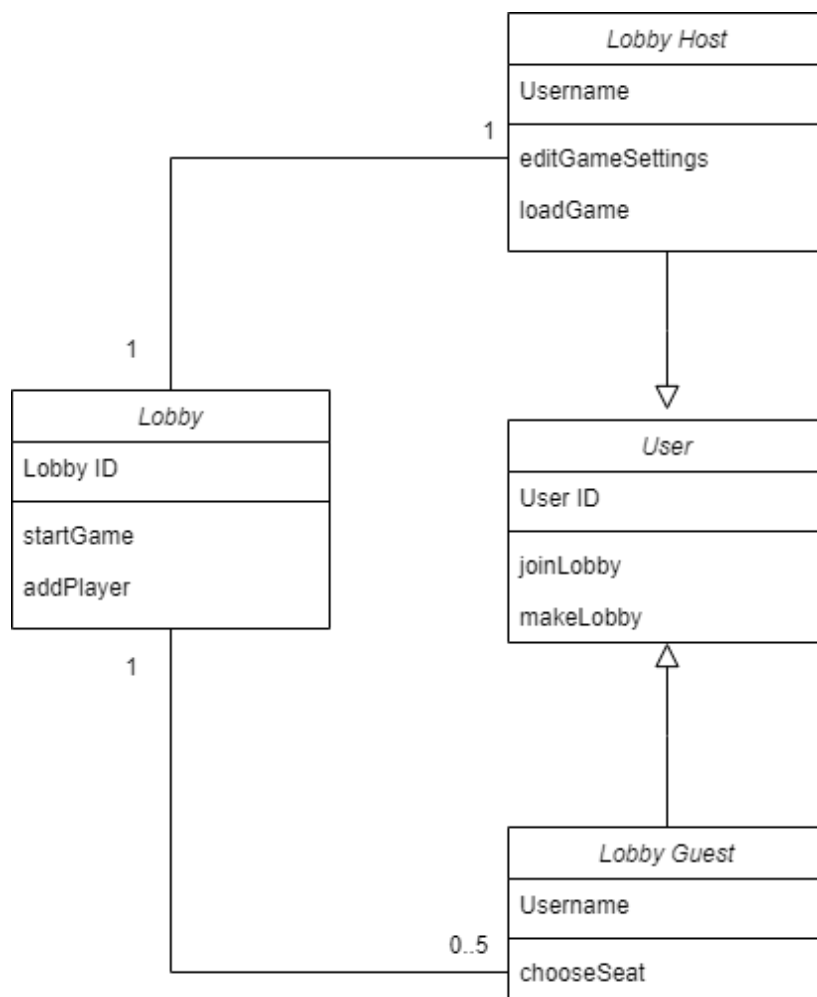


Domain Model 1: Lobby

This model details the Lobby domain, which is the state of the Super Rummy game before the game has begun. Users may either make or join a lobby. If they make a lobby, they become the host of that lobby, thus *Lobby* and *Lobby Host* have one to one relationship because there is only one *Lobby Host* per *Lobby* instance. On the other hand, if they join a lobby, they become a *Lobby Guest*, in which there can be up to 5 guests per lobby instance. Guests and Hosts may choose a username by which they may be identified by other users. Hosts may edit the settings of the game before starting, or may load a previously saved game. If a game is loaded, guests may choose which seat they wish to fill from the loaded game. Once the game is started, the domain is best described by Domain Model 2: Gameplay.



Domain Model 2: Gameplay

This model details the domain once the game has started, with Domain Model 1: Lobby describing the domain before the game has started. The Board class enforces rules to ensure that moves are valid. There will be one Board per game, which has 2-6 Players, 2 Decks, a Game Settings object in which the rules are stored, and any number of Melds. Players include the host, any guests, and any AI players from the previous lobby, and each has a username along with their score, hand, and settings regarding UI customization. Each card can be in one of four places: In the deck, in the discard pile, which is also handled as a deck, in a meld, or in a player's hand. Melds require at least three cards in order to properly exist, and can have up to 13 in the case of a run consisting of all 13 cards of the same suit.

