

Updated diagram. Still unfinished, but closer to what I want.

Using Singleton pattern for Game class. This way only one instance exists of the program and needs to exist while everything runs. Hence **instance: Game** and using **static Game\* instance** in the Game class. getInstance should also be implemented to adhere to Singleton pattern.

Remember – class methods need to have return types which are currently missing.

Logic for picking up card could be getting deck card at position 0, assigning that to a pointer called pickedUpCard for example, then adding that to bank or play area or whatever other logic.

Remember that outputting a card requires both the deck/collection as well as the name of the area where the cards belong like deck/play area. So you need to provide both the actual card collection (aka deck or play area) + a string to output. Subject to change.

Use a deck (and play area, bank, discard area etc) class – deck has a card collection that represents all of the cards and then player can have a relationship with the class.