

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.