

Arboretum

Set up	
Arboretum	Class Arboretum <ul style="list-style-type: none">- 2d array of positions representing the board and- Method StoreCard
48 cards -> 2 players-> 6 species (will be playing)	Class Cards <ul style="list-style-type: none">- Enum Class (or Two-tuples (value, species)) Class Players <ul style="list-style-type: none">- Store 2 players-> 2 new array (Two-tuples)
64 cards -> 3 players -> 8 species or	
80 cards-> 4 players -> 10 species	
Each specie → value from 1 to 8	

Play& Scoring	
Choose first player Each player -> draw 7 cards	Class Play <ul style="list-style-type: none">- FirstPlayer -> Math.random- Method DrawSevenCards- Method RemoveTopSevenCards <ul style="list-style-type: none">- Method DrawTwo- Method PlayOne- Method Discard- Method Turn
Draw 2 cards (from any discard pile or deck , ! first player cannot draw from discard pile) Play 1 card to arboretum Discard 1 card	
Compare 2 cards in same species on hand Scoring	

