**Controller**

+showCard:Unit

+shuffleDeck:Unit

+takeCard:Unit

+reset:Unit

+init:Unit

+doMove:Unit

+doTurn:Unit

+doGame:Unit

**View**

+controller

+model

+buttons

+flippedCard

+hiddenDeck

+deckSpaces

+cardSpaces

+playerHands

+south

+gameArea

+frame

+update

+init

**PlayerHandPanel**

+images

+showAsEmpty:Unit

+showCards:Unit

+paint:Unit

**HiddenCardPanel**

+ image

+showAsEmpty:Unit

+changeCard:Unit

+paint:Unit

**Model**

+reset

Deck

PlayerOrder

Player

Card