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| --- |
| Game |
| playerAmount: String  excludedCard: String  playerName: String  restart: binary  players Players  deck Deck |
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| Deck |
| numberOfDecks: float  cardsLeft: int  excludedCards: array<String>  card Card  deck enum |
| setDecks()  addDeck()  removeDecks()  getCardsLeft()  setExcludedCard()  getNextCard()  restartGame()  getNumberOfDecks() |

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| Players |
| PlayerName: String  Players array<String> |
| nextPlayer()  addPlayer()  removePlayer()  changePlayerName() |

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| Card |
| cardName: String  cardRule: String |
| getName()  getRule()  setName()  setRule() |

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