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| --- |
| Game |
| playerAmount: String  excludedCard: String  playerName: String  numberOfDecks: float  restart: binary |
| addPlayerUI()  setDecksUI() |

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| Deck |
| numberOfDecks: float  cardsLeft: int  excludedCards: array<String> |
| setDecks()  addDecks()  removeDecks()  getCardsLeft()  setExcludedCard()  getNextCard()  restartGame() |

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| --- |
| Players |
| PlayerName: String |
| nextPlayer()  addPlayer()  removePlayer() |

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| --- |
| Card |
| cardName: String  cardRule: String |
| getCard()  setCard() |

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