



Game
-anzahlSpieler : int -istDran : Player -Difficulty : int -Names : string[] -player : Player[] -cards : Card[]
+startGame(Players : int, Difficulty : int) +load(gamesave : Game) +register() : string +quit() +setPlayerCount() +setDifficulty() +revealCard() +comparePairs() +cardsAvailable() +comparePoints()

Player
-id : int -name : string -points : int
+setPlayerName() +addPoints() +selectCards(x : Card)

Card
-cardID : int -cardstatus : int -open : int -xcoordinate : int -ycoordinate : int -belongsto : Player
+createCard(id : int, xcoordinate : int, ycoordinate : int) +revealCard() +cardwon()

Class Diagram1