**CAB201: Statement of Completeness**

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**Additions in the Shared Game Class Library:**

**N/A - All according to the Shared\_Game\_Class\_Library UML diagram and Errors Sheet**

**Known Problems/Errors:**

**Crazy Eights:**

**- Occasional glitch where discarding a card from a hand discards an incorrect card yet duplicates the value by triggering the ‘top card’ as the intended discarded value. This only affects gameplay and not the discard pile cards as the ‘top card’ is a copy of the last card in the discard pile.**

**- ChooseSuitForm does not return a suit to use in the topCard variable**

**Functionality Not Implemented:**

**Solitare Game**

**UML Class diagram, CrazyEights.cs**

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| **CrazyEights (static)** |
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| **+SetDrawPile():CardPile**  **+DealCards(CardPile):Hand**  **+SetDiscardPile(CardPile):CardPile**  **+DiscardCard(CardPile):CardPile**  **+DrawCard(CardPile):Card**  **+CheckPlayable(Hand):List<Card>**  **+ResetDrawPile(CardPile):CardPile**  **+ComputerDecision(List<Card>):Card** |