controller:

Gamecontroller

- GameStatus Gaming
- ✳ set Gaming( )
- ✳ setstart status( )
- ✳ RunaRound( )
- ✳ Runaturm( )
- ✳ empire Powerdoing( )
- ✳ Card action( )·
- ✳ herocardaction( )
- ✳ weatheraction( )
- ✳ Pass Round( )
- ✳ commander Powerdoing( )

module =

ability

- int numberofused
- ✳ do action( )   ✳ get number used( )   ✳ set number used( )

showing card
- String name
- int Power
- boolean looked (beard?)
- ✳ setname( )   ✳ getname( )
- ✳ set Power( )   ✳ getPower( )
- ✳ get boolean looked( ) ✳ set -- ✓

How with weather
- ✳ do action( ) ·int ——
- boolean —— get & sets

Card
- showingcard   showingcard
- ✳ do action( )
- Haw with weather [ ]   Howwith weathers
- ✳ set showingcards( )
- ✳ get showing cards( )
- ✳ set haw with weather( )
- ✳ get haw with weathers( )

Herecard ew card
- ✳ herocard action( )
- unbursured in
- ✳ set —
- ✳ get —

commander card

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module

Game Status
- int number of~~total~~ passrounds.
- table Gaming
- ~~int currenteturn~~
- ~~int Player~~
- Player Player1
- Player Player2
- int numberofturns
- int numberofrounds
- boolean commander1do?
- boolean commander2do?

- int Player1 wins
- int Player2 wins

Table
- Player Player1
- Player Player2
- Card[] discardcards 1~
- card[] inhandcards 1,2
- Card player1commandercard
- Card player2commandercard
- card currentweathercard
- card[] weathercards