Data Structures and Data Flow

Deliverable 3

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1. For our project we will be using a JSON file for our type of data source
2. Fields/Object to be stored:

Player's hand cards.

Player's score.

Remaining deck.

1. Access Permissions/Security Considerations: Ensure the JSON file is accessible and writable by the application.
2. Connection and Access:

Use JSON serialization and deserialization to save and load game state.

Link JSON fields to appropriate class properties.

1. Maintaining OOP Concepts: Ensure that data access methods (e.g., loading, saving) are encapsulated within a separate data access layer to maintain separation of concerns.