# FluxxUML

## Siyan Luo 0594750
## Weiyi Wang 0595445

**Game**

-list<player>

-list<cards>

- Ruleslist<cards>

- Goalslist<cards>

currentHandRule :Rule

currentGoal :Goal

currentKeeperRule :Rule

currentPlayRule :Rule

leftCards: int

---

initialiseCards()

shuffleCards()

initialisePlayers(int number)

sendCardsToPlayer(int number)

getCurrentRule() Rule

getCurrentGoal() Goal

getPlayers() list

getCards() list

playCards(Player player,int number)

drawCards(Player player)

discardCards(Player player,int number)

checkGoal()

checkPlayCard(int id)

setCurrentGoal(int id)

getcurrentHandRule ()

setcurrentHandRule (int limition)

getcurrentKeeperRule ()

setcurrentKeeperRule (Rule rule)

getcurrentPlayRule ()

setcurrentPlayRule (Rule rule)

getcurrentDrawRule ()

setcurrentDrawRule (Rule rule)

getRuleslist()

getGoalslist()

void Help()

---

*Player*

- name :String

- list<card>

- list<keeper>

---

getName() void

playCard(int id)

drawCards(int number)

getKeepers() void

getCards() void

addKeeper(Keeper keeper)

addCards(Card card)

discardCard(Card card)

---

Card

- CardID :int

- CardName :String

- description :String

---

getCardID() void

getDescription() void

getCardName() void

---

Keeper

---

Goal

- goalsContentList:int

getContent() list

---

Rule

- limitation :int

getLimitation() int