

OOD Group Assignment

- Design a software system for playing card games.
- Playing cards consist of 52 individual cards in a deck. Each card has a *suit* and a *value*.
- Suit = {Diamonds, Hearts, Spades, Clubs}
- Value = {A, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, K, Q}
- Games involve a set of one or more players. Each player is given a hand of cards by a dealer. A hand is a set of cards assigned to the player. Different games involve different numbers of cards in each hand.
- Play requires each player in turn to perform an action, such as to lay one or more cards on the table, or to discard some cards, or put some cards back in the deck.
- Each card game has a set of rules that determine how players make their moves and how the game is eventually won.
- Your system should support at least two games of cards. Some examples of card games will follow ...
- Use UML diagrams to carry out a full software design, from use cases, through domain analysis, sequence diagrams etc.
- Use the ATM example to guide you on how to write your software design – go through each of the steps described in that example.
- ArgoUML can be used to draw the various diagrams that are required.
- Submit a document that describes your design. Consider presenting the document as a set of web-pages, as is done in the ATM example but it is sufficient to present it in a PDF document.