Level of design : 7/10

How many class implemented: 4

|  |
| --- |
| Player |
| +hand: list  +value: int  +status: string  +win\_lose: string  +score: int |
| +\_\_init\_\_()  +\_\_str\_\_()  +update\_score() |

|  |
| --- |
| CardDeck |
| +deck: list |
| +\_\_init\_\_()  +shuffle(): list  + draw\_card(): list |