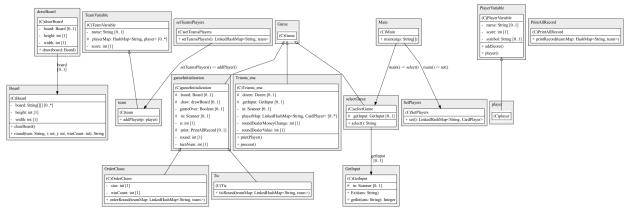Zhengxu Wang
1.UML Diagram for Assignment 1 &2

For the classes in Assignment 2.
Main call SelectGame(reused)
Cardplayer extends player (reused player)
SetPlayers set a map of Cardplayer
Trianta_ena control the whole process, extends Game (reused Game)
Card implements the methods and variables
Dozen implements the methods and variables, set a dozen of cards
Getinput check the valid input value(reused)
Config class, extends by Setplayers. Defined the player's initial mooney.

2.
        1)How did your Game object structure design help you in this current assignment **and/or**

        I reused the frame of the TTT, main class first call SelectGame class to help user choose which game to play. And determine by the user's input call the directed game class. For the player class I extend the TTT player class and add new methods and variables. Also reused the GetInput class to check the input value.

        2)What could you have done different during your original design that would have allowed alternative style games to be implemented.

        I could do better to separate the setTeamsPlayers to setTeams and setPlayers, so I can reused the setPlayers to implement the Trianta_ena. Also, cards and pieces they are common, I could design the card extends from pieces.

3.   What changes did you make during this assignment to facilitate the development of additional games.

        I use SetPlayers to be compatible with or without teams. Separate card and dozens, could use for other cards game. Independent input value check class GetInput, could be reused many times. Using Config class to easily change the value of some customized variable.