## Bid

### Inputs;

* Hand
* Previous Bids
* Point

### Outputs;

* Bid

## Use Kitty

### Inputs;

* Kitty cards
* Your hand
* Previous Bids

### Outputs;

* Hand/ None (think about validation)

## Play Card

### Inputs;

* Previous Bids
* Hand
* Cards in current trick
* Cards played in past tricks and who played what (optional)

### Output;

* Card