# Deck Cards

### Suits

|  |  |
| --- | --- |
| 0 | Spades |
| 1 | Clubs |
| 2 | Diamonds |
| 3 | Hearts |

### Card numbers

Black – 0 to 10

Red – 0 to 11

### Joker

Suit 4, number 0

# Classes

## Game;

Data; Points, Past bids, How many tricks won

Methods; Deal, Request Bid, Collect bid, Deliver kitty, Request Card

Misc, determine winner, update points

## Player; (use an interface)

Cards?

Method; Bid, Use kitty, Play card

### Possibly Have hand, card, and bid as classes

# Program structure - game.main

1. Shuffle
2. Sort hands and Deal
3. Loop
   1. Request Bid
   2. Player bids
4. Deliver Kitty
5. Player Use Kitty
6. Once Kitty is returned
7. Loop to 10
   1. Loop around players
      1. Request Card
      2. Player chooses card
   2. Store winner
8. Tally points
9. Begin new round if necessary

## Notes;

Must print out what’s happening.

No bowers

Ideally has a visual of what’s happening?