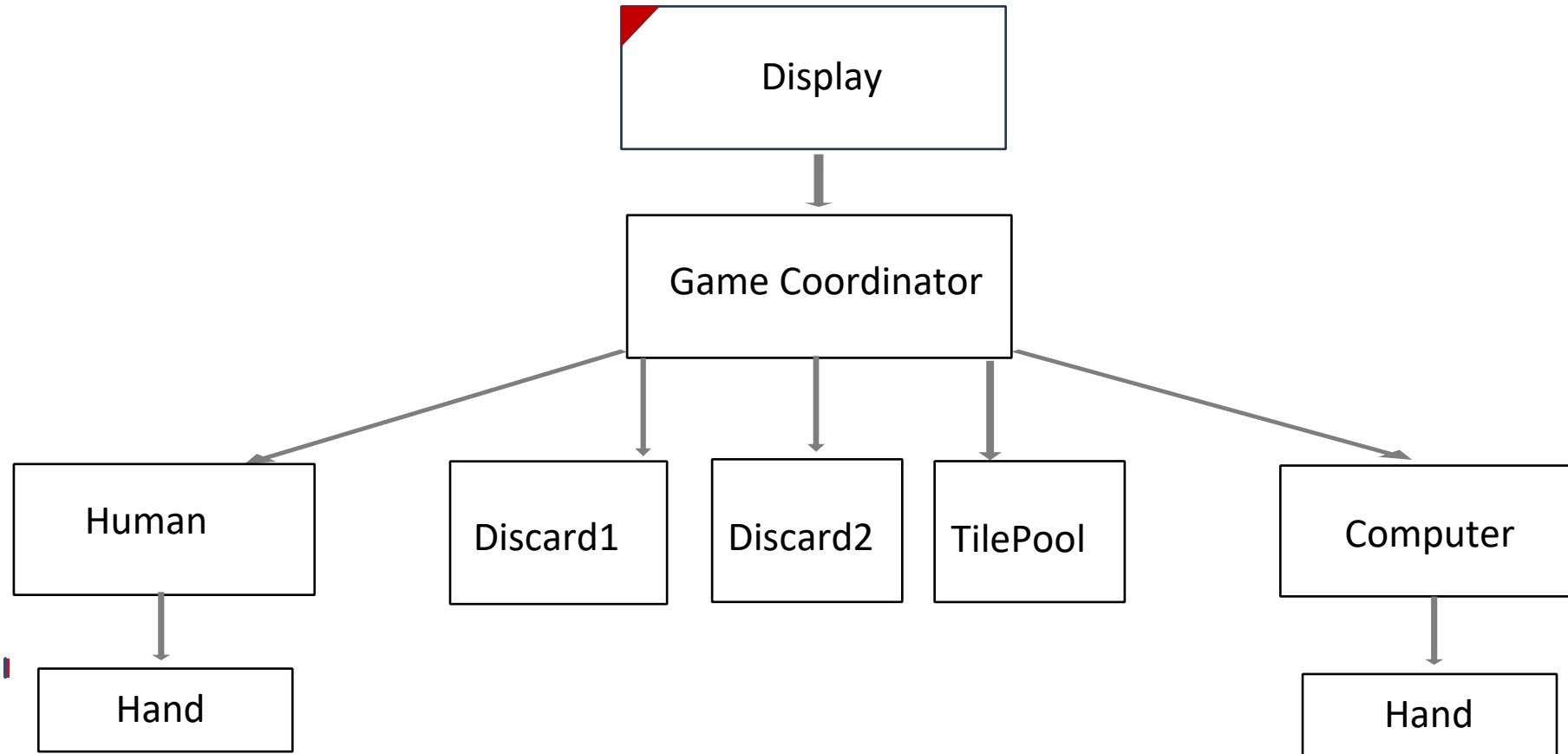


# Design

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# Design Details

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- Display

- startOfGame()
- addTilesToHuman ()
- addTilesToComp ()
- drawTilePool ()
- drawHumanDiscardStack()
- drawCompDiscardStack ()
- start(Stage primaryStage)

- Game Coordinator

- gameSetup()
- getTilePool()

- getHumanPlayersHand()

- getDiscardPile1()
- getDiscardPile2()
- isTilePoolEmpty()
- discard(Tile tile, Player player)()
- playerOptions(String str)
- sortForSameColor(TileCards hand)
- sortForSameValue(TileCards hand)
- isRun(TileCards hand)
- isSet(TileCards hand)
- getComputerPlayersHand ()

# Design Details

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- checkForWin(TileCards hand)
- TilePool
  - addTile(Tile tile)
  - fillTile()
  - putBack(Tile tile)
- TileCards\* (Generic class: hand, discard1 and discard2 are TileCards object)
  - addTile(Tile tile)
  - getTile()
  - getTop()
  - isEmpty()
  - size()

# Design Details

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- toString()
- Tile
  - getNum()
  - getColor()
  - isFaceUp()
  - setFaceUp(boolean faceUp)

# Design Details

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- Player
  - addToHand(Tile tile)
  - discard(int value)
  - getMyHand()
  - getHandsSize()
  - getHand()

# Design Details

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- Computer Player
  - makeMove()
  - discardTheTile()