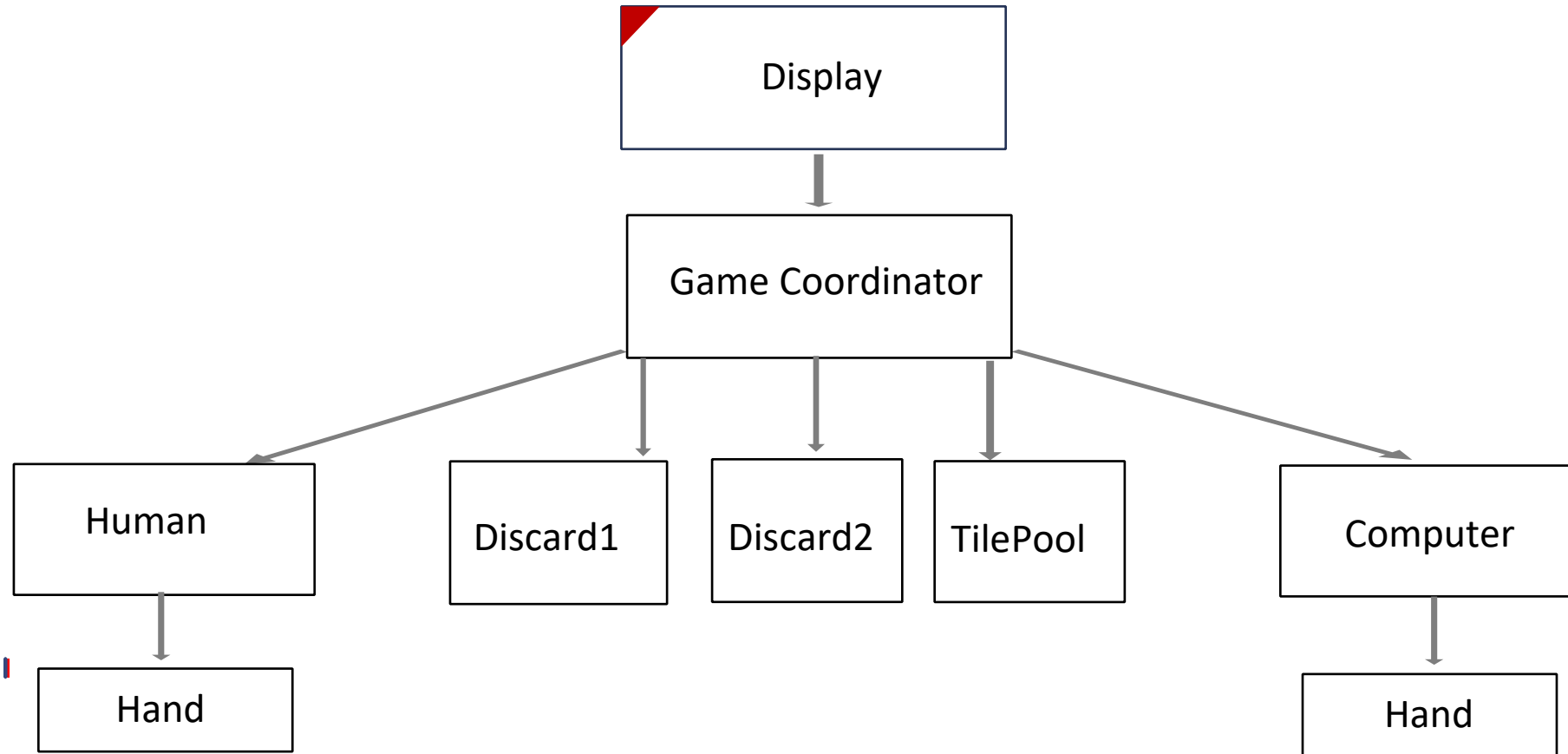# Design

Design Details

- Display
  - startOfGame()
  - addTilesToHuman ()
  - addTilesToComp ()
  - drawTilePool ()
  - 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 ()
- checkForWin(TileCards hand)

Design Details

- TilePool
  - addTile(Tile tile)
  - fillTile()
  - putBack(Tile tile)

- TileCards* (Generic class: hand, discard1 and discard2 are TileCards object)
  - addTile(Tile tile)
  - getTile()

Design Details

- getTop()
- isEmpty()
- size()
- toString()
- Tile
  - getNum()

Design Details

- getColor()
- isFaceUp()
- setFaceUp(boolean faceUp)

- Player
  - addToHand(Tile tile)
  - discard(int value)

Design Details

- getMyHand()
- getHandsSize()
- getHand()

- Computer Player
  - makeMove()
  - discardTheTile()