Class: Game

card_type_vector (all 32 cards)
players
<ai stuff>
Board
run_game ()
~Game

$$\frac{\begin{array}{r} + \text{back} \\ + \text{empty} \end{array}}{34}$$

Class: Board

matrix
init ()
set_cards ()
placed_cards_array
update_board ()
is_full ()
~Board
remove_match ()

Class: Card

flip ()

init ()

check_match ()

type →(int, int) pair

is_flipped → bool

front → index into card_type vector

back → card_type_vector [0]

class: Player

init ()
number
move ()
    ↳ is_match ()
pile

class: AI

memory
random_pick
<cards matched >

class: pile

init ()
matches_array
total_cards _ matched