Classes

- Card
    Represents a card
    Properties:
        animal - represents the animal on the card
        value - represents the value of the animal
    Methods:
        initWithValue - initializes the card with a value and an animal

- Deck
    Represents a deck of cards
    Properties:
        cards - NSMutableArray with all the cards in the deck
    Methods:
        shuffle - shuffles the cards in the NSMutableArray
        draw - draws a card an remove it from the deck

- Player
    Represents a player
    Properties:
        moneyCards - NSMutableArray of all money cards the player possesses
        animalCards - NSMutableArray of all animal cards the player possesses
        name - the name of the player
    Methods:
        getTotalMoney - calculates the amount of money the player has from the
                        moneyCards array
        getScore - calculates score from animal cards
        initWithName - initializes a player with correct starting amount of money
                        and the players name

- Gameplay
    Controls the gameplay
    Properties:
        Players - objects from the player class
        currentPlayer - the player whose turn it is
        waitingPlayer1 & 2 - the players that can buy the drawn animal in an
                        auction
        currentCard - the card that is up for auction
    Methods:
        auctionCard - controls the auctioning of an animal. inputted is the buyer
                        and the amount bid.
        tradeCard - controls the trading of cards. inputted is the animal up for
                        trading and the amounts the players bid. Player get each
                        others money and highest bidding player gets both animals

View Controllers

- NewGameViewController
    Screen where players input there name and start a new game

- AuctionViewController
    Screen where players auction animals

- TradeViewController
    Screen where players can start a trade

- StatsViewController
    Screen where players can see all statistics (money, animals, score)

How the game works

The game is played offline and with 3 players. Player's turn. He chooses to auction or trade.

Auction:
The player draws a card. Then the 2 other players proceed to verbally bid on the animal. Once the price is determined the player taps the SOLD button, after which the buying player and the price is inputted. The auction has now ended.

Trade:
The player selects the opposite player and the animal he wants to bid for. He then taps the LETS TRADE button. Now the first player is prompted a bid. Then the second player places his bid. A pop-up menu alerts the players who has won the trade and the winning player gets the animals.

Players need to be able to see there stats at all times. Animals (and thus score) are open; everyone can see the distribution of the animals. For the money this is a bit different. The amount of money cards is open, but the total amount is hidden. This is shown by holding down finger on money cards digit. (Optional: input 3 digit password to avoid dirty play)