

# 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 and 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 player's 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 gets each other's money and highest bidding player gets both animals

# View Controllers

- NewGameViewController

Screen where players input their name and start a new game

- AuctionViewController

Screen where players auction animals

## 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 their 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)

