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| 1. Offer game play |
| * 1. ‘Y’ for proceed, ‘N’ for quit |
| Estimate – 2hrs |
| Priority - 1 |

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| 1. Select size of game |
| * 1. Minimum 3 players   2. Maximum 5 players   3. Integers only |
| Estimate – 2hrs |
| Priority - 1 |

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| 1. Start game |
| * 1. Choose dealer at random - can be machine or earthling   2. If machine dealer then deal cards to all players,   3. Random selection of 1 card from card list to each player, 8 times   4. No duplicate cards   5. Limited by the number of cards remaining in deck without any cards previously dealt in this game   6. choose category for play,   7. select and display card for play   8. If earthling dealer, prompt for deal |
| Estimate – 8hrs |
| Priority - |

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| 1. Set aside remaining cards for play |
| * 1. Remaining cards to be stored as “in play list”   2. No duplicates   3. Limited by the number of cards remaining in deck without any cards previously dealt in this game |
| Estimate – 22hrs |
| Priority - |

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| 1. When next turn is earthling |
| * 1. Provide earthling with list of cards in hand,   2. Ask for preferred category   3. Ask for card selection   4. Error control, available cards only   5. Error control, next played card must be higher than previous played card |
| Estimate – 12hrs |
| Priority - 1 |

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| 1. Next turn is machine |
| * 1. Select and display next card for play   2. Error control, available cards only   3. Error control, next played card must be higher than previous played card   4. Prompt next players move |
| Estimate – 12hrs |
| Priority - 1 |

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| 1. Play game |
| * 1. Compare each next played card with existing card   2. If no cards available (higher) than existing, turn is skipped |
| Estimate – 12hrs |
| Priority - |

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| 1. Next player turn |
| * 1. Compare each next played card with existing card   2. If no cards available (higher) than existing, turn is skipped |
| Estimate – 5 hrs |
| Priority - |

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| 1. Game end |
| * 1. No cards available for play or   2. No player can take turn (no higher cards) |
| Estimate – 10 hrs |
| Priority - |