Class Name	Player
Superclass(es):	
Subclasses:	
holds score	
holds name	
sets players name → constructor	
setscore	

Class Name	Gameplay
Superclass(es):	
Subclasses:	
holds players, deck, maxscore as variable	

Class Name	CardBehavior
Superclass(es):	
Subclasses:	

Class Name	Deck → stack ↳ flyweight
Superclass(es):	
Subclasses:	
holds cards	
pop method	
shuffle method	
getInstance → Singleton	

Class Name	BonusCard
Superclass(es):	
Subclasses:	

Class Name	FireworksCard
Superclass(es):	
Subclasses:	

Class Name	StopCard
Superclass(es):	
Subclasses:	

Class Name	PlusMinusCard
Superclass(es):	
Subclasses:	

Class Name	StraightCord
Superclass(es):	
Subclasses:	

Class Name	CloverleafCord
Superclass(es):	
Subclasses:	

Class Name	DiceRoller -> Singleton
Superclass(es):	
Subclasses:	
rollDices(numberOfdices)	
return rolled dices	
getInstance	

Class Name	
Superclass(es):	
Subclasses:	

Class Name Scoreboard

Superclass(es):

Subclasses:

Player stores score	

Class Name ScoreCalculator

Superclass(es):

Subclasses:

Class Name Turn

Superclass(es):

Subclasses:

Sets Card Behavior	
make turn	
E & R commands ?	→Player input
Set Player name	

Class Name Displayer →Singleton

Superclass(es):

Subclasses:

display score	
display card	
display dices	

A drawing editor

Class Name	
Superclass(es):	
Subclasses:	

Class Name	Initialize Game → skeleton
Superclass(es):	
Subclasses:	
initialize game (player names)	initialize deck
validate input	↳ returns shuffled deck
get winning score →	
number of players	getInstance

Class Name	
Superclass(es):	
Subclasses:	

Class Name	
Superclass(es):	
Subclasses:	