SetOfCards

Description:

This class will track the sets of card that are played during game

- Will check if a book of four is formed in the player's hand.

- Will automatically play the set of cards.

- Will increment the score for the player, when a set is played.

Card

Description:

This class will be used as the main Card class

- Will instantiated all the Cards needed to form a full deck of 52 cards
- Have setters and getters for each cards in the player's hand

CardGoFish

Description:

This class is a subclass of Card

- Will create all the cards in the deck of 52 playing cards
- Each deck of cards will have 4 suits made up of 13 valued cards

Game

Description:

The class will be the model for the game.

- Will be how to start playing the game
- How the player decides the number of players
- How the player specifies the names of each player
- Will be how to decide the winner of the game

GoFish

Description:

This class will be a subclass of the class Game

- Will Add players to a set of players

- Will create each of the players hands at the start of the game

- Will contain the main method to play the game

- Will display each of the players hands

- Will display a message when a player is declared the winner

GroupOfCards

Description:

This class is A class that represents any grouping of cards for a Game.

- Will group of cards, each stored in an ArrayList

NewGroupOfCards

Description:

This class is a subclass of GroupOfCards

- Will be used to shuffle the deck of 52 playing cards at the start of the game
- Will put this group in an ArrayList

GoFishHand

Description:

This class is a subclass of GroupOfCards

- The main functions for an AI opponent

- Have the logic for creating the hand each player will start with

- Have the logic for selecting a random card when a player drawls a card

NewPlayer

Description:

This class is used to get the names of each player in the game

- Create a string for each player

Player

Description:

This class keeps track of each player in the game.

- Check that each of the players have a unique name

- Getters and Setters for each player's name

- Will call the play method in Game class after getting and verifying each of the players names

- Will assign players as AI, if not enough players are able to play

StartGame

Description:

This class has the main method

- Start a new game

- Ask player1 for unique names

- Ask player1 for the number of players

- Will call the declare winner method