

JPanel

Bot Class

The Bot class handles the card types and stores the emulator frame position. It also holds the main method, making it the only runnable class. The Bot class also checks the game state and contains each of the other three classes.

Window Class

The Window class displays the state of the game that the bot thinks is correct onto a java window. It simply displays text and draws onto a live video of the current game that the bot is playing for the user.

Decider Class

The Decider class makes the absolute decisions that the bot will make for the player. This class needs to calculate which card is going to be the best one to make a move with onto the board, based on the information provided to it by the Bot class and the IdentifyCard class.

IdentifyCard Class

The bot class handles the card types and stores the emulator frame position. It also holds the main method, making it the only runnable class. The Bot class also checks the game state and contains each of the other three classes.

