CRC Cards

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| **Class** |  |
| Button |  |
| **Responsibilities** | **Collaborations** |
| Image  Rect  Draw button  isClicked: handle button clicks | Pygame.Surface  Pygame.Rect  Pygame.font |

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| **Class** | **Superclass** |
| ImageButton | Button |
| **Responsibilities** | **Collaborations** |
| Image  Rect | Pygame.Image  Pygame.Surface  Pygame.Rect |

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| **Class** |  |
| Card |  |
| **Responsibilities** | **Collaborations** |
| Status  CardImageDirectories  CardImages  Position  Surface  Rect  Load card images  Switch card status  IsClicked: handle button clicks  Compare front images  Show card image | Pygame.Image  Pygame.Surface  Pygame.Rect  CardStatus |

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| **Class** |  |
| CardDeck |  |
| **Responsibilities** | **Collaborations** |
| Deck  CardCount  Load cards (10, 14, 18)  Check deck status (single and multiplayer)  Check all cards face up | Card  Pygame.time.wait |

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| **Class** |  |
| CardStatus |  |
| **Responsibilities** | **Collaborations** |
| back enum  front enum  solved enum | Card |

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| **Class** |  |
| InputBox |  |
| **Responsibilities** | **Collaborations** |
| Rect  Color  Text  Text Surface  Active  Handle events  Update text box when long word occurs  Draw input box | Pygame.Surface  Pygame.Rect  Pygame.font  Pygame.color |

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| **Class** |  |
| Score |  |
| **Responsibilities** | **Collaborations** |
| Score  Multiplier  Raise multiplier  Reset multiplier  Raise score  Display multiplier  Display score | TextPrinter |

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| **Class** | **Superclass** |
| MultiplayerScore | Score |
| **Responsibilities** | **Collaborations** |
| Score for second player  Multiplier for second player  Raise second multiplier  Reset second multiplier  Raise second score  Display multipliers  Display scores | TextPrinter |