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We are making a cribbage game that does the following:

- Allows user to select which cards to play
- Plays user against computer opponent
- Calculates the scores for each hand
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Does not

- Have multiple user players
- Check winner in the middle of each turn
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Might have

- Alternating crib hand

Game
+ main(args: String[])

Deck
- cards: List<Card>
+ Deck() + dealCard(): Card + dealHand(amount: int): List<Card> + shuffle()

Card
- Suit: String - Value: String
+ getSuit(): Type + getValue(): String + equals(): boolean + toString(): String + sameSuit(): boolean + sameValue(): boolean

Cribbage
- playerHand: List<Card> - compHand: List<Card> - playerScore: int - compScore: int - finalScore: final int - comparison: Set<Card>
+ Cribbage(finalScore: int) + gameLoop() - play(card: Card) - countPoints(hand: List<Card>): int