

Note: Sorry the picture is so small, big UML didn't want to play nice with Google docs, below the description of the system are more zoomed images of the different hierarchies for your viewing pleasure.

For our design we essentially designed each game's rules and logic as modular pieces that could combine with what basically functions as a controller class that allows the user to pick which game they wish to play. The rules of each game are dictated by their respective class (CrazyEights and Uno) and then from there the functionality and mechanics of the two types of cards (a standard deck of 52 playing cards and a deck of Uno cards) and the ways any kind of player can interact with those cards is specified. This led to a much more straightforward and focused implementation as everything was almost modular in a sense.





