**Hanabi Game**

**Description:** Hanabi Game is a public class that is responsible for storing and manipulating the game state.

**Fields:**

* int numPlayers: Integer representing the number of players when game is launched.
* Player players: Player objects, each representing a unique player.
* DiscardPile discardPile: DiscardPile container to store discared cards during the game.
* FireWorksPile fireworks: FireWorksPile container to store the stacks of cards played.
* Token fuseTokens: Token object to keep track of fuse tokens.
* Token informationTokens: Token object to keep track of information tokens.
* Log log: Log container to store all actions throughout the game.
* int playerTurn: Integer representing which players turn it is.
* bool DiscardVisible: Boolean to represent whether or not the player has selected the discarded card pile.
* bool logVisible: Boolean to represent whether or not the player has selected the game log.

**Methods:**

* void addPlayer(): Adds player to the Hanabi game.
* void removePlayer(): Removes player from Hanabi game.
* void startGame(hands): Method to initialize the Hanabi game.
  + param hands:a 2d list of strings to represent a player and his/her hand accordingly.
* void playCard(int handIndex, String drawColor, int drawRank): Method to play a certain players card.
  + param handIndex: Integer representing the current players hand.
  + param drawColor: String representing the color of the current players card that is to be played.
  + param drawRank: Integer representing the rank of the current players card that is to be played.
* void discardCard(int handIndex): Method to discard a certain players card.
  + param handIndex: Integer representing the hand of the current player
* void giveInfo(int playerIndex, String property): Method that allows player to give information to another player
  + param playerIndex: Integer representing the player in the array of players
  + param property: String representing the property by which to give info (rank or color)
* void toggleDiscradView(): Public Method that allows player to all cards that have been discarded during the game.
* void toggleLogView(): Method that allows player to view the log.
* void addActionToLog(String move, String[\*] params): Method to add log actions to log collection.
  + param move: The move that was completed (give info, play card, discard card)
  + param params: ?
* void endgame(): Method to end the game and perform all necessary actions.

**Notes:**

* what does the “params” parameter in addActionToLog represent
* in the startGame method would it be better to pass player objects instead of a 2d list of players and hands?
* discardCard() method in HanabiGame, shouldn't it be passed the card information like rank and color along with the hand index?