

DCD Prompt: Game of Gin Rummy

The game is played with a deck of 52 cards excluding the jokers. The card's value is valued by their pips while all the figure cards are worth ten points. To start the game, the deck is shuffled then two players receive ten cards each. Then, a card from the deck is placed on the discard pile. Both players will then have two alternatives to choose a card from: top of the discard pile or top of the deck. The objective of the game is to have the lower value of unmatched cards also known as "deadwood". Cards can only be matched by having at least three of them in sequential order – same suit – or by having at least three of the same rank of a card. Once a player's "deadwood" reaches ten or lower, said player will be able to "knock". If the player who "knocked" has a lower amount of deadwood than the opponent, then the player's deadwood is subtracted from the opponent's deadwood which is then added to the player's score. If the player who knocked has the same amount of deadwood or more than the opponent, the opponent receives the difference of deadwood between the two players, plus ten extra points, which are added to the opponent's score. If a player possesses no unmatched cards, then they can call "gin" where said player adds twenty, plus the opponent's deadwood, to their score. After a player "knocks" or calls "gin", the current round ends, and a new round is started. Previous instructions are followed again until a player has a score of 100 or more points.

Criteria	Ratings		Pts
Player is a class	5 pts Full Marks	0 pts No Marks	/5
Deck is a class	5 pts Full Marks	0 pts No Marks	/5
Card is a class	5 pts Full Marks	0 pts No Marks	/5
Hand is a class	5 pts Full Marks	0 pts No Marks	/5
GinRummy is a class	5 pts Full Marks	0 pts No Marks	/5
Classes are correctly linked by association lines	7 pts Full Marks	0 pts No Marks	/7
Association lines have multiplicities	3 pts Full Marks	0 pts No Marks	/3
Classes have correct basic attribute texts	3 pts Full Marks	0 pts No Marks	/3
Classes have correct basic operations	3 pts Full Marks	0 pts Full marks	/3
Attributes/operations have correct visibility	3 pts Full Marks	0 pts No Marks	/3
Attribute texts and operations are separated by a line	3 pts Full Marks	0 pts No Marks	/3
Correct use of dependency	3 pts Full Marks	0 pts No Marks	/3
Total Score			/50