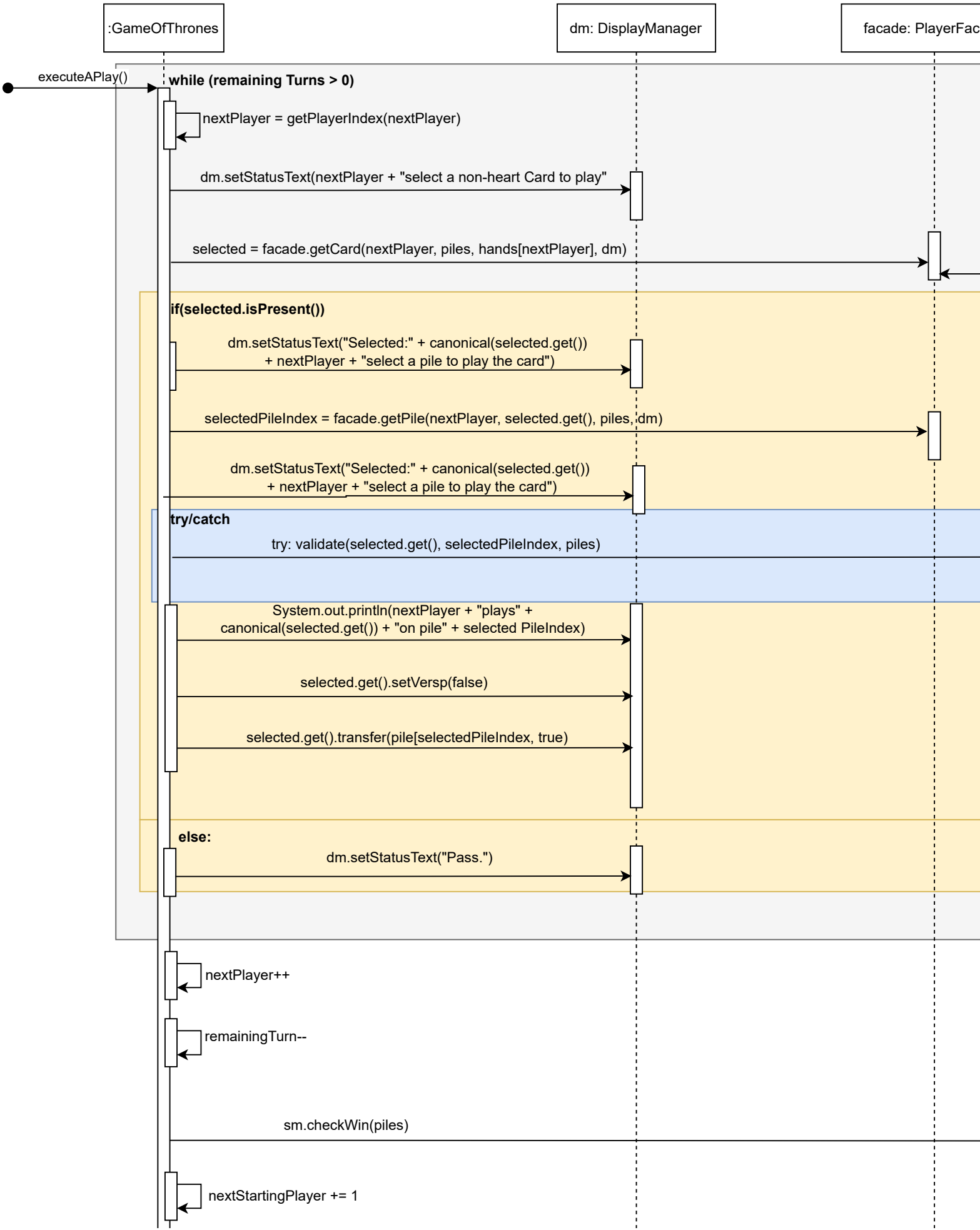
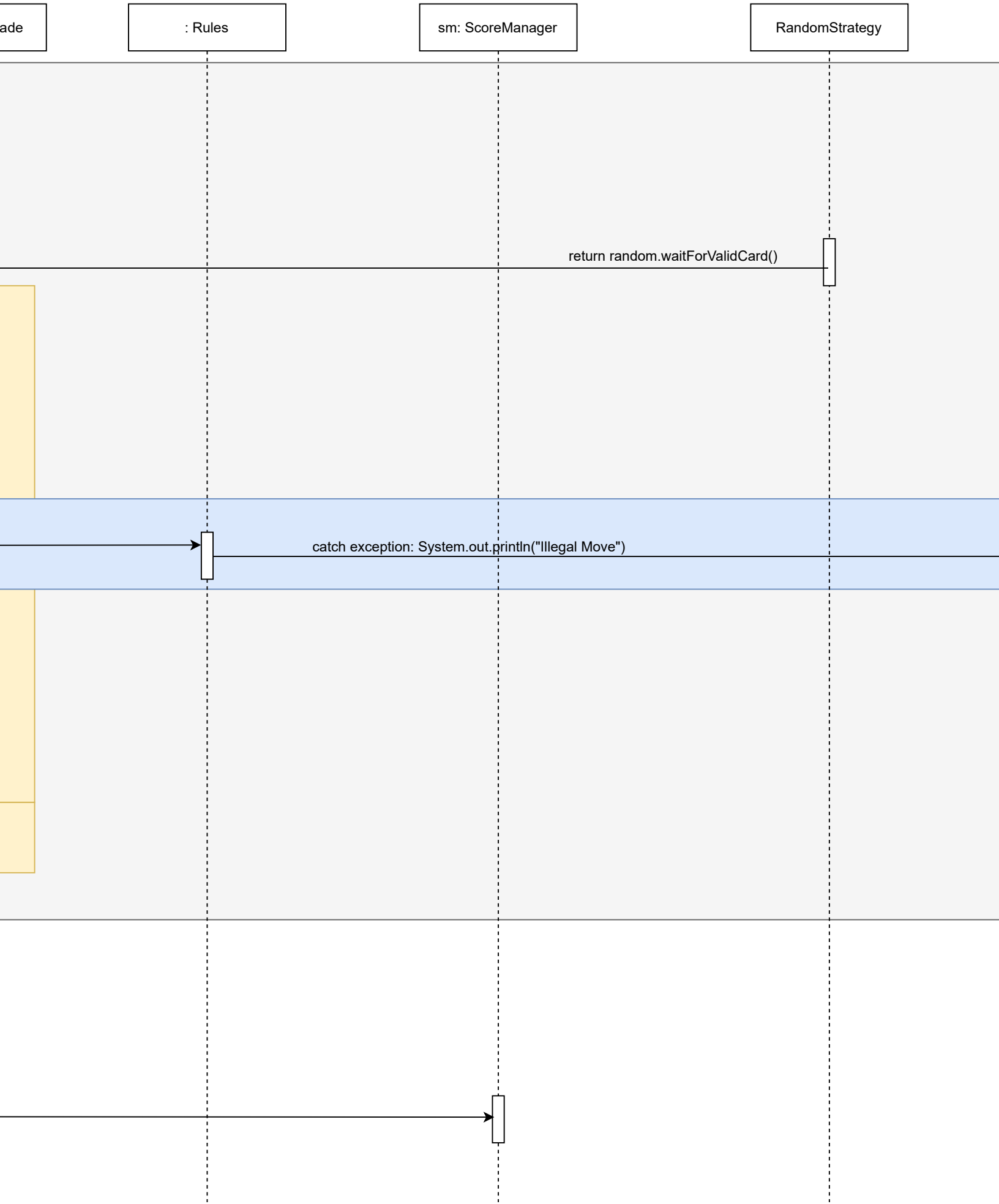
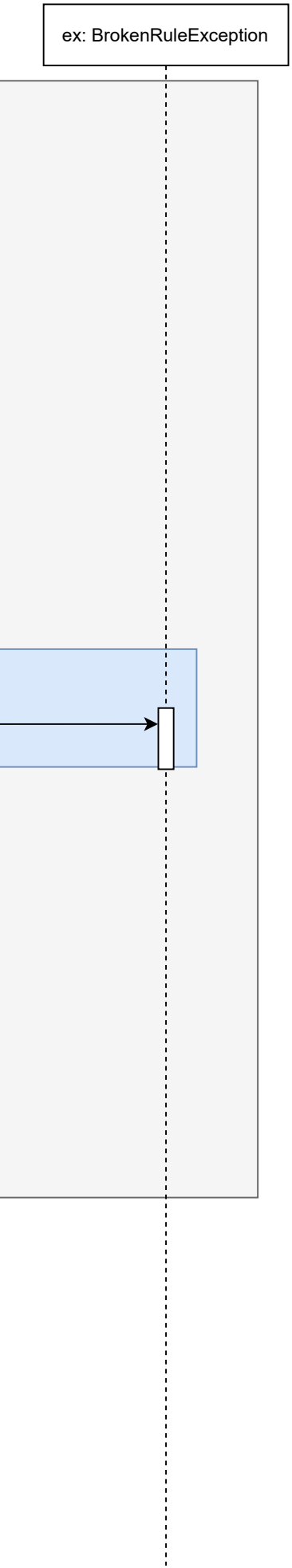
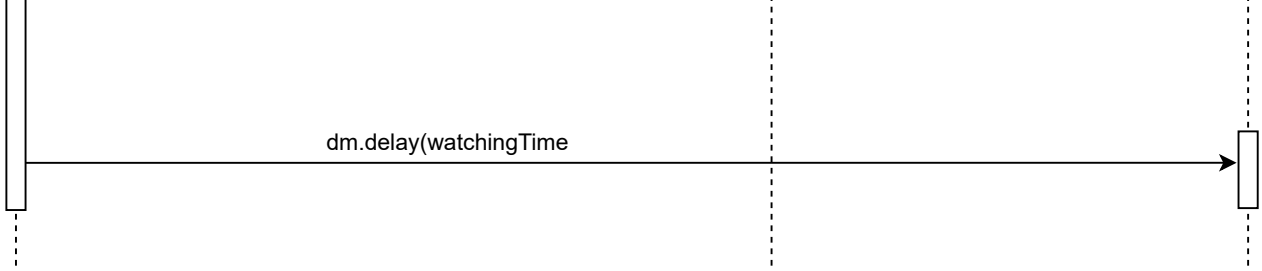

:GameOfThrones
dm: DisplayManager
facade: PlayerFac
executeAPlay()
while (remaining Turns > 0)
nextPlayer = getPlayerIndex(nextPlayer)
dm.setStatusText(nextPlayer + "select a non-heart Card to play"
selected = facade.getCard(nextPlayer, piles, hands[nextPlayer], dm)
if(selected.isPresent())
dm.setStatusText("Selected:" + canonical(selected.get())
+ nextPlayer + "select a pile to play the card")
selectedPileIndex = facade.getPile(nextPlayer, selected.get(), piles, dm)
dm.setStatusText("Selected:" + canonical(selected.get())
+ nextPlayer + "select a pile to play the card")
try/catch
try: validate(selected.get(), selectedPileIndex, piles)
System.out.println(nextPlayer + "plays" +
canonical(selected.get()) + "on pile" + selected PileIndex)
selected.get().setVersp(false)
selected.get().transfer(pile[selectedPileIndex, true)
else:
dm.setStatusText("Pass.")
nextPlayer++
remainingTurn--
sm.checkWin(piles)
nextStartingPlayer += 1


ade
: Rules
sm: ScoreManager
RandomStrategy
return random.waitForValidCard()
catch exception: System.out.println("Illegal Move")


ex: BrokenRuleException


dm.delay(watchingTime