

Player

-int number of cards
-string name
- card hand[]

+ Player(string name) //constructor
+ card endTurn(bool attack) //draw from pile, draw 2 if attacked
+ void showHand(player p) //display cards in hand of passed-in player
+ void playCard(int num) //plays card designated as passed-in int
+ string lookUp(int num) //displays instructions for card of passed-in int
+ void nope() //negates any other card
+ void attack() //force another player to take 2 turns
+ void skip() //don't take a turn at all
+ card favor(player* p) //force another player to give you a card
+ void shuffle() //mix up the cards in the draw pile
+ void seeFuture(vector pile) //look 3 cards into the draw pile
+ card pair(player* p) //take a random card from another player

Card

-string type //name of card

+ Card(string type) //constructor
+ string getType() //getter

