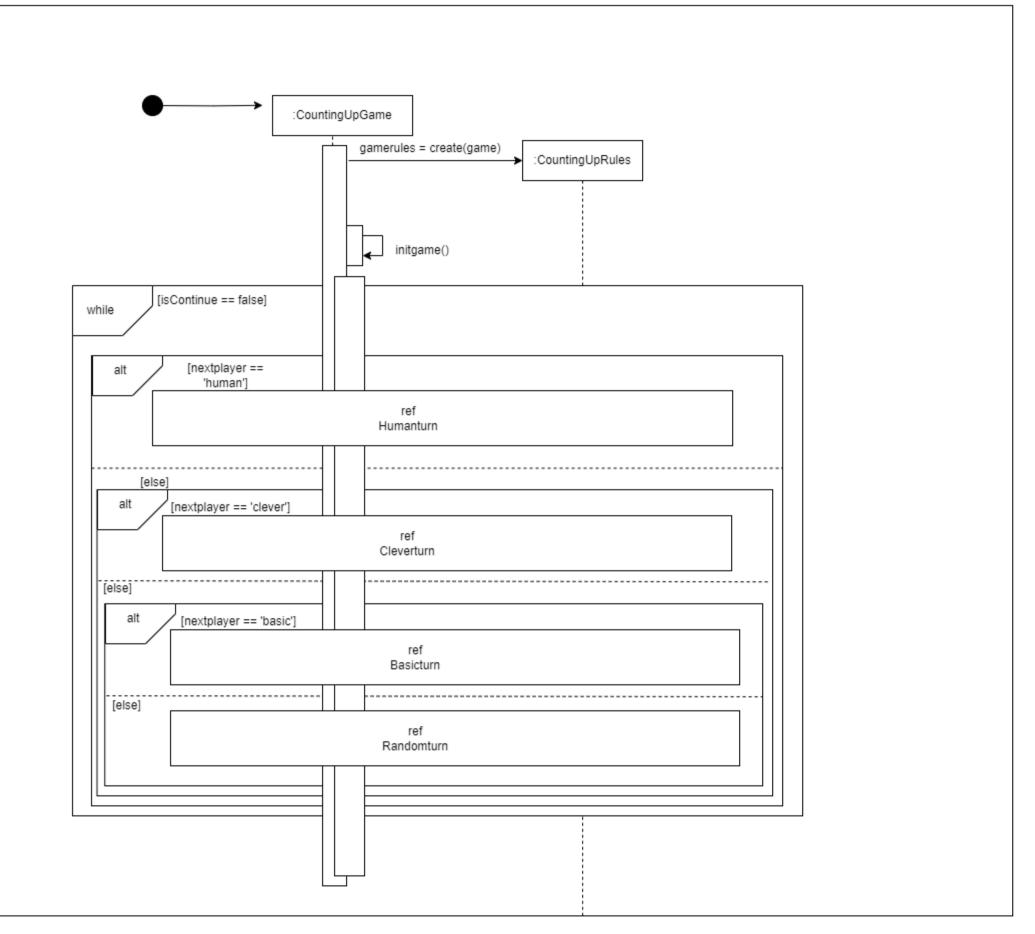
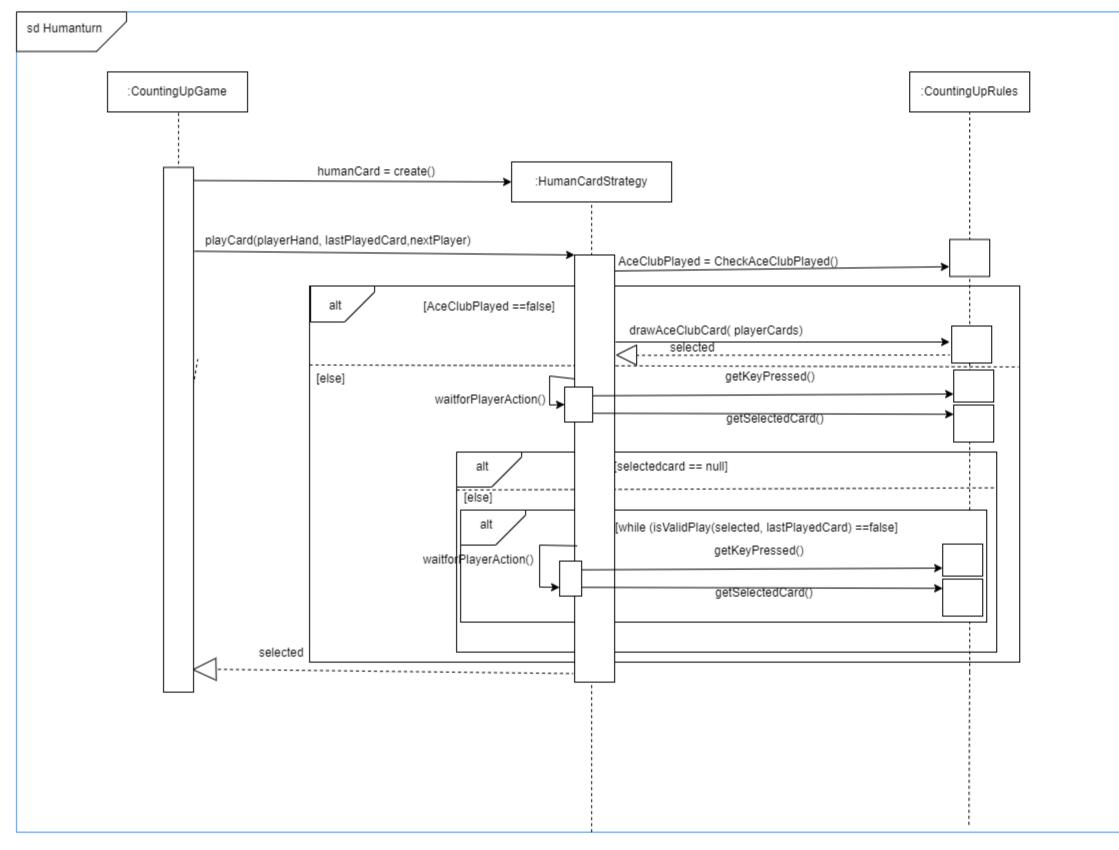
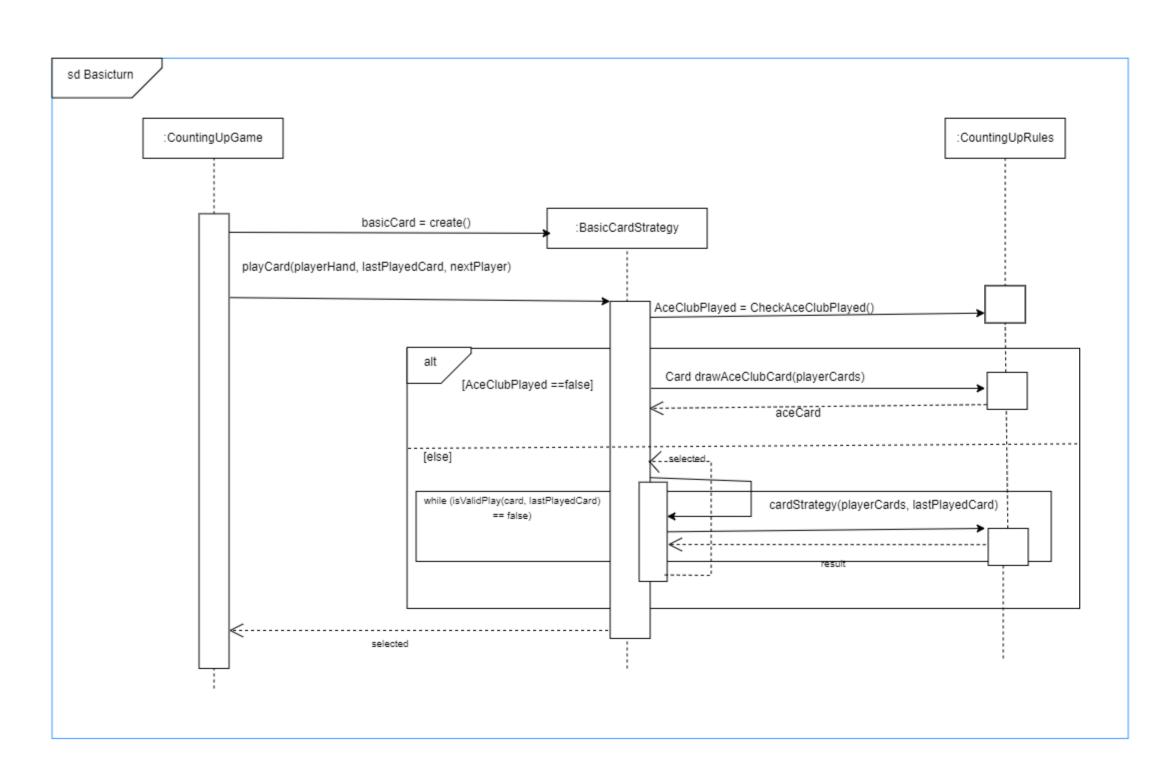
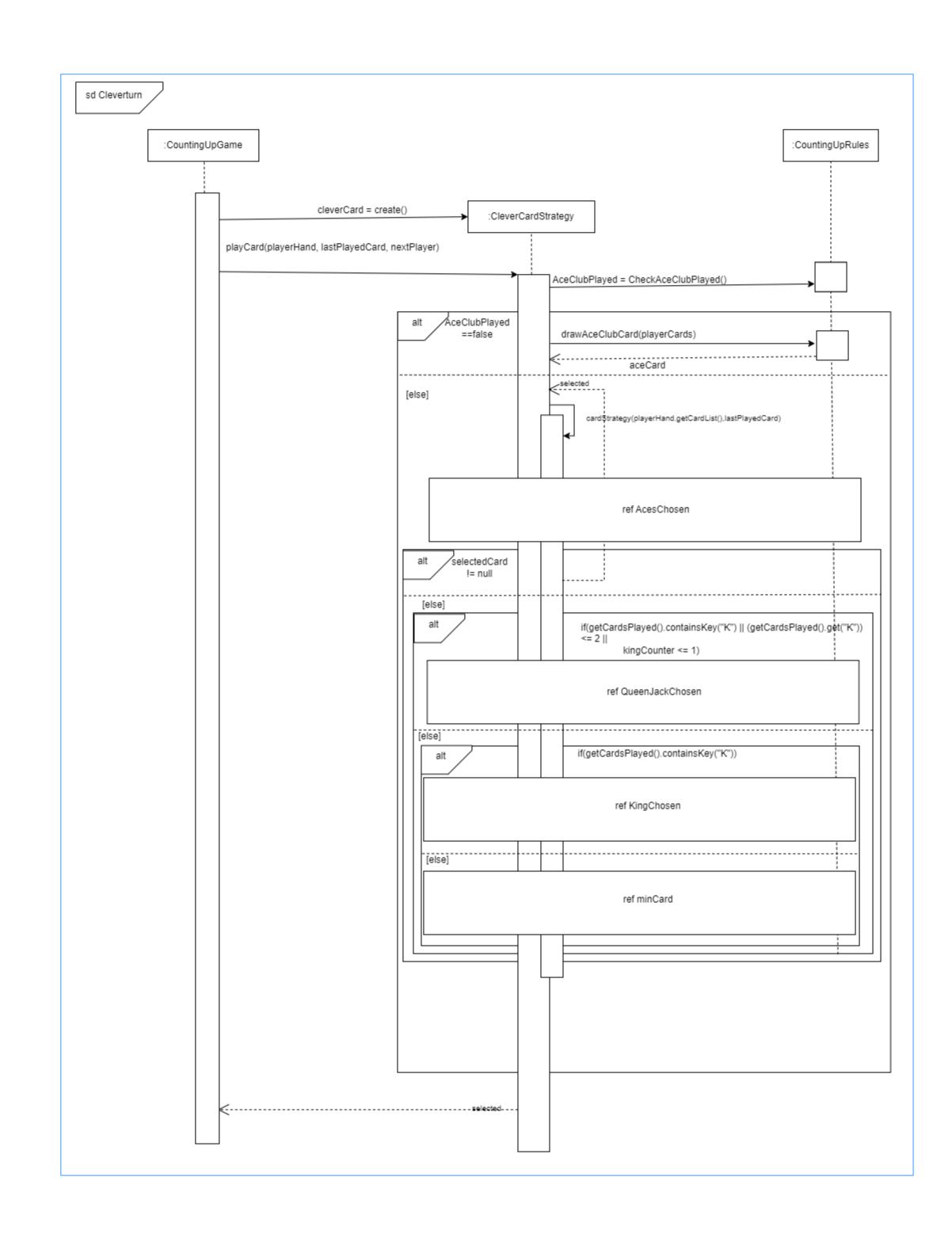
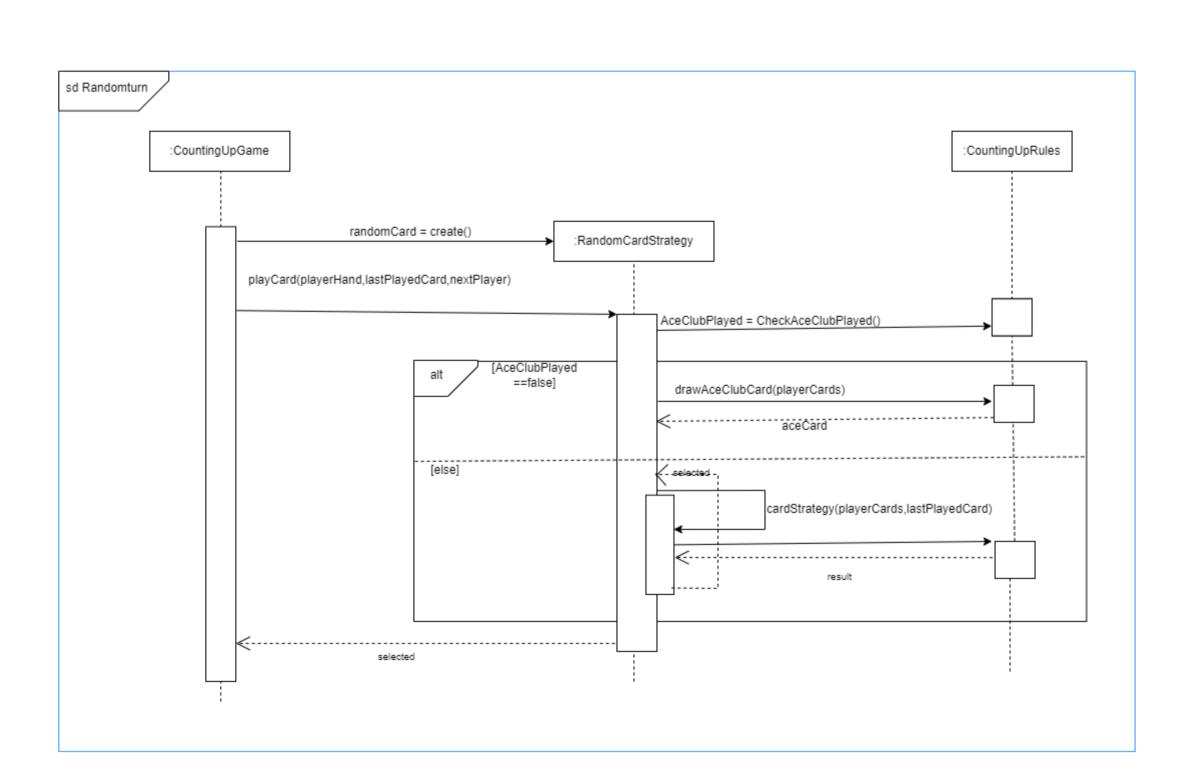
## Sequence diagrams

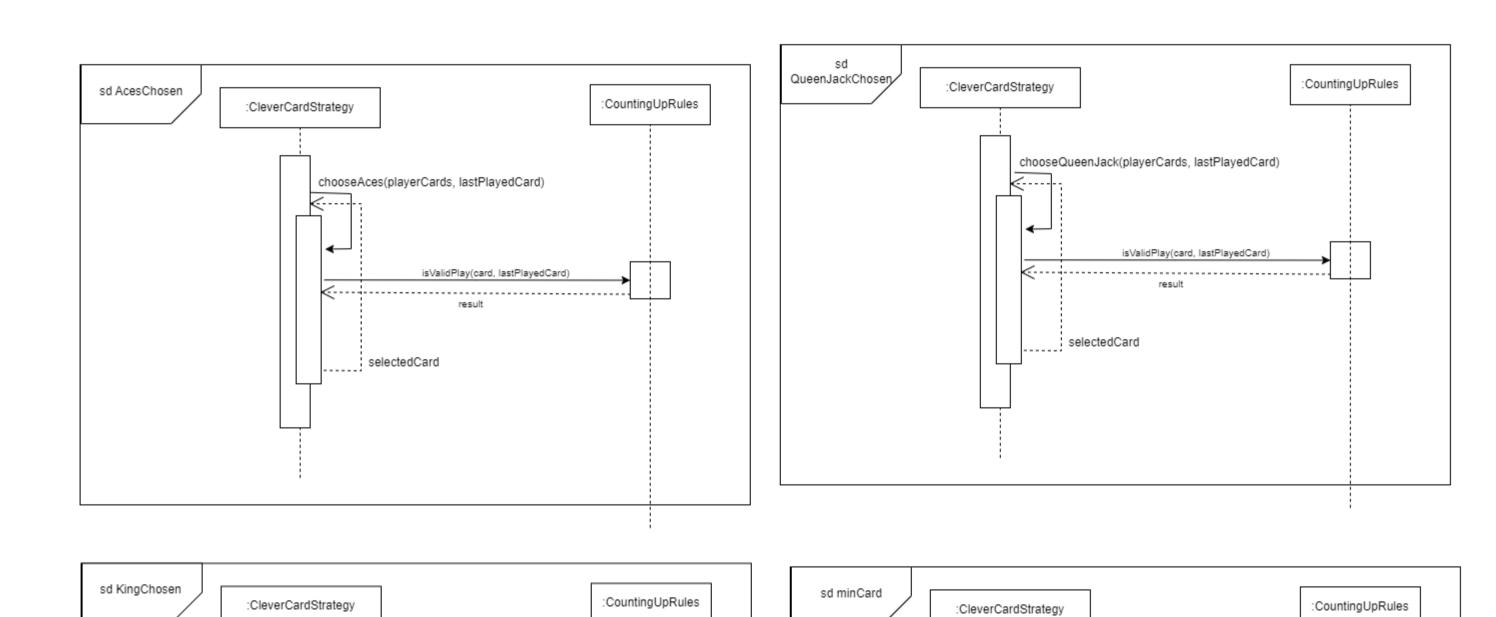












minCard(playerCards, lastPlayedCard)

selectedCard

isValidPlay(card, lastPlayedCard)

chooseKing(playerCards, lastPlayedCard, kingCounter)

selectedCard

isValidPlay(card, lastPlayedCard)