CRC Cards

Card

Responsibility	Collaborator
Prestige Points	TokenList
Cost	
Discount power	

CardDeck

Responsibility	Collabrorator
Shuffle the card	Card
Draw card	Player

Player

Responsibility	Collabrorator
Take gem tokens	Card
Buy new card	Nobel
Researve card	Splendor Game
Buy reserved card	TokenList

SplendorGame

Responsibility	Collaborator
Initiate the game	Card Deck
Set up nobel card	Nobel
Check whether a player reach the requirement of a Noble	Card
Compare two TokenList object	

Nobel

Responsibility	Collabrorator
Bonus Prestige Points	TokenList
Required achievement for getting nobel card.	

AI Component

Responsibility	Collabrorator
Calculate the scores of cards	TokenList
Pick the most valuable card	Card
Purchase card if tokens are enough, or collecting the tokens according to the cost of card.	Noble
If tokens have collected out (no tokens available now), reserve the most valuable card.	

TokenList

Responsibility	Collaborator
Add token into list	Token
Remove tokenfrom the list.	
Get the number of tokens in one specific color.	

Token

Responsibility	Collaborator
Types of the gem token	

SplendorModel

Responsibility	Collaborator
Initiate the splendor game.	SplendorGame
End the turn of a player when he/she finishes the action	
End the game when there is one player winning the game and ask whether they want to play another round.	

SplendorView

Responsibility	Collaborator
Initiate the tokens pane	SplendorModel
Initiate the cards pane	
Initiate the player statistics pane	

SplendorController

Responsibility	Collaborator
Update visual component of the game from users' input	SplendorModel
Control the visual compoent of the game using users' input	SplendorView

Game Launcher

Responsibility	Collaborator
Set up the settings of the game	SplendorGUIMain
Start the GUI of the splendor	

SplendorGUIMain

Responsibility	Collaborator
Intiate the model, view, and controller of the splendor game	SplendorModel
	SplendorView
	SplendorController

GameSettings

Responsibility	Collaborator
Set number of players in the game	
Set number of AI opponents in the game	
Set number of tokens in each color	
Set number of noble cards	
Set the winning goal of the game (how many points that players need to earn to win the game)	