CRC Cards

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| **Name:** Card | **Superclass:** |
| **Responsibilities:**  Return the card type | **Collaborations:**  CardType |

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| **Name:** CardType | **Superclass:** |
| **Responsibilities:**  Return the ruleset of a card type | **Collaborations:**  Ruleset |

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| **Name:** Deck | **Superclass:** |
| **Responsibilities:**  Shuffle  Create Deck  Draw  Return number of cards left  Return if deck is empty | **Collaborations:**  -  DecSpec  Card  -  - |

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| **Name:** DeckSpec | **Superclass:** |
| **Responsibilities:**  Build DeckSpec  Get amount of card | **Collaborations:**  CardType  CardType |

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| **Name:** DiceCombo | **Superclass:** |
| **Responsibilities:**  Store possible combos  Return points | **Collaborations:**  -  - |

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| **Name:** DiceSet | **Superclass:** |
| **Responsibilities:**  Create set of dice  Roll the remaining dice  Pick up all the used dice (after tutto or lost turn)  Show all valid dice combos  Return if set is empty  Return amount of dice left  Return total size | **Collaborations:**  Die (Bart Die)  Die  Die  DiceCombo, DieValue  -  -  - |

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| **Name:** Die | **Superclass:** |
| **Responsibilities:**  Roll  Get the value | **Collaborations:**  DieValue  DieValue |

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| **Name:** DieValue | **Superclass:** |
| **Responsibilities:**  An enum of all possible die values | **Collaborations:**  - |

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| **Name:** DefaultParser | **Superclass:** |
| **Responsibilities:**  Filter non-valid answers from console  Translate answers (Y/N) to bolean | **Collaborations:**  -  - |

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| **Name:** Game | **Superclass:** |
| **Responsibilities:**  Initializing the game  Play the Game | **Collaborations:**  Deck, Tableau, DefaultParser, DeckSpec,  Tableau, Card, Ruleset, Round, DefaultParser, Deck |

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| **Name:** Round | **Superclass:** |
| **Responsibilities:**  Enables rules of the given ruleset  Play round  Draw a new card | **Collaborations:**  Ruleset  InputParser, Ruleset, Diceset, DiceCombo  Ruleset |

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| **Name:** Tableau | **Superclass:** |
| **Responsibilities:**  Add player  Update points of players  Returns if a player has won  **ANNOUNCE WINNER?**  Return points of player | **Collaborations:**  -  -  -  -  - |