Assignment 2 Game Skeleton (thu16a2)

Black → Class   **Blue → Method**

Arboretum
- initializeState
- getCurrentState
- printCurrentState
- isValidPlace
- setCardPosition
- getCardPosition
- numOfTurns
- isGameOver

Players
- initializePlayID
- getPlayID
- whoseTurn
- getHandCards
- getDiscardCards
- playCards
- drawCards

State
- species
- cardNumber

DiscardArea (DA)
- initializeDA
- getPlayerDA
- drawFromDA
- addCards
- isEmpty

Deck
- initializeDeck
- drawFromDeck
- isEmpty

Card
- getSpecies
- getNumber
- getCard

Solution
- getScoringPath
- Socring
- Winner