## Class Game\_Board

java.lang.Object  
 greenfoot.World  
 **Game\_Board**

public class **Game\_Board**extends greenfoot.World

Write a description of class Game\_Board here.

**Version:** (a version number or a date) **Author:** (your name)

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| **Constructor Summary** |  |
| [**Game\_Board**](http://docs.google.com/Game_Board.html#Game_Board())()            Constructor for objects of class Game\_Board. |

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| **Method Summary** |  |
| void | [**act**](http://docs.google.com/Game_Board.html#act())() |
| void | [**canCardsDie**](http://docs.google.com/Game_Board.html#canCardsDie())() |
| void | [**countPlayers**](http://docs.google.com/Game_Board.html#countPlayers())() |
| void | [**createPossiblePositions**](http://docs.google.com/Game_Board.html#createPossiblePositions())() |
| void | [**determinePositions**](http://docs.google.com/Game_Board.html#determinePositions())() |
| void | [**displayCards**](http://docs.google.com/Game_Board.html#displayCards())() |
| void | [**updateMouseInfo**](http://docs.google.com/Game_Board.html#updateMouseInfo())() |
| void | [**wrapTurn**](http://docs.google.com/Game_Board.html#wrapTurn())() |

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| **Methods inherited from class** |
| addObject, getBackground, getCellSize, getColorAt, getHeight, getObjects, getObjectsAt, getWidth, numberOfObjects, removeObject, removeObjects, repaint, setActOrder, setBackground, setBackground, setPaintOrder, started, stopped |

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| **Methods inherited from class** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| **Constructor Detail** |

### Game\_Board

public **Game\_Board**()

Constructor for objects of class Game\_Board.

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| **Method Detail** |

### act

public void **act**()

**Overrides:**act in class greenfoot.World

### canCardsDie

public void **canCardsDie**()

### countPlayers

public void **countPlayers**()

### createPossiblePositions

public void **createPossiblePositions**()

### determinePositions

public void **determinePositions**()

### displayCards

public void **displayCards**()

### updateMouseInfo

public void **updateMouseInfo**()

### wrapTurn

public void **wrapTurn**()