**Game Project 4**

**The text in this word file shows a very initial plan I made to decide what classes with what members and methods I will need to develop the game. However, it does not match my final implementation – for example, I did not use a deck Class in the end and so on.**

**The scans attached in the end show a later version of my planning which I did in writing on paper. The first two are untidy, more like rough planning, and the last two show the final planning I had done before and while writing the code – I did make changes or additions while writing code.**

**Initial planning:**

Class for Player

Members: m\_card as Card , m\_score; cardRemoved;

revealCard(); removeCard(); addScore();

Class for Card:

Members are m\_suit as enum; m\_rank as int from 1 to 13, m\_value.

Methods: getRank(), getSuit(), getValue;

Create 52 card objects and assign them suit, rank, and value. Save them in a deck Class.

Class for deck:

Members: m\_Cards[52] 🡪 random number generator to randomly assign cards between the two players;

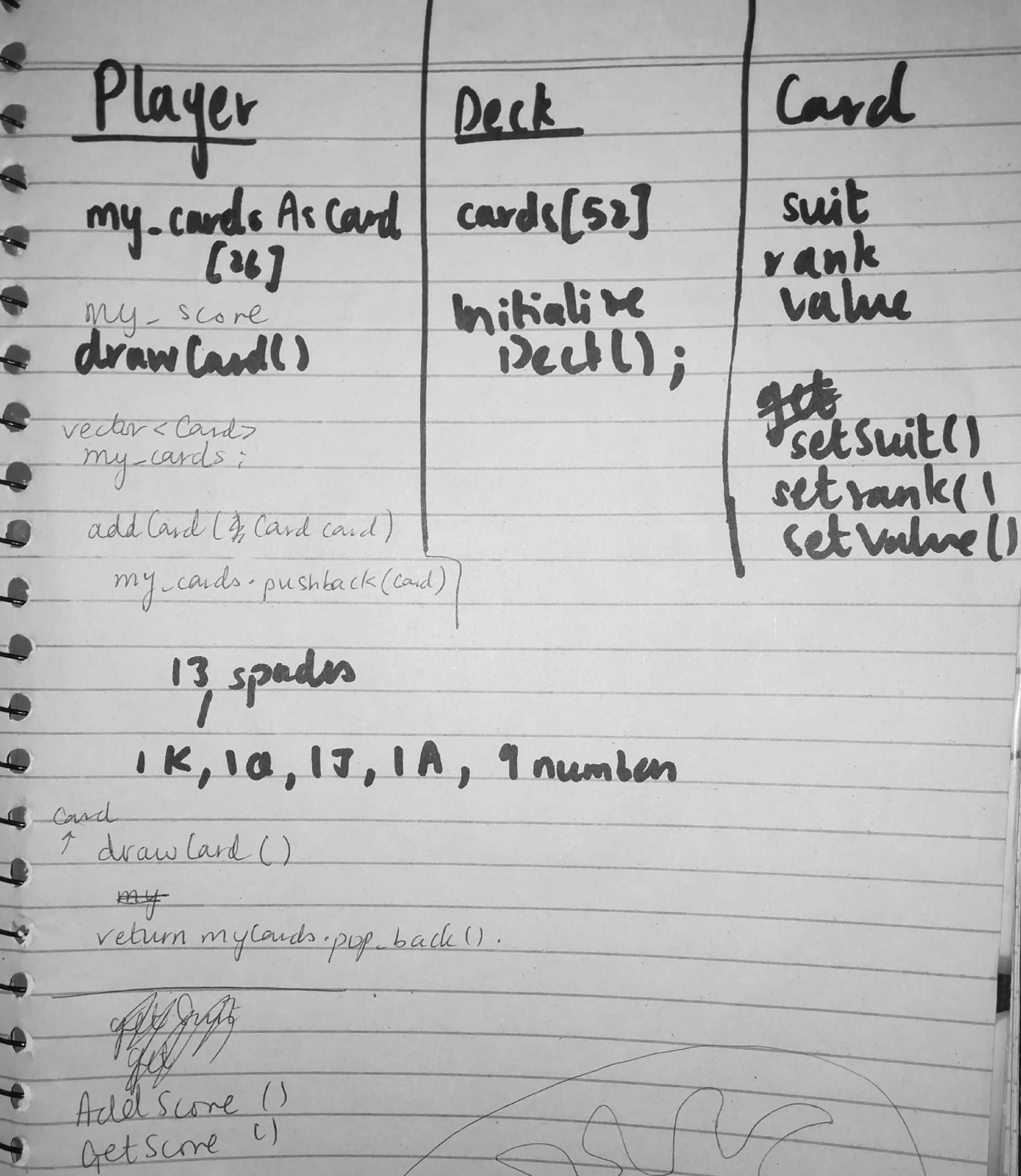
Methods: shuffleAndDealCards(Player1 and player2);

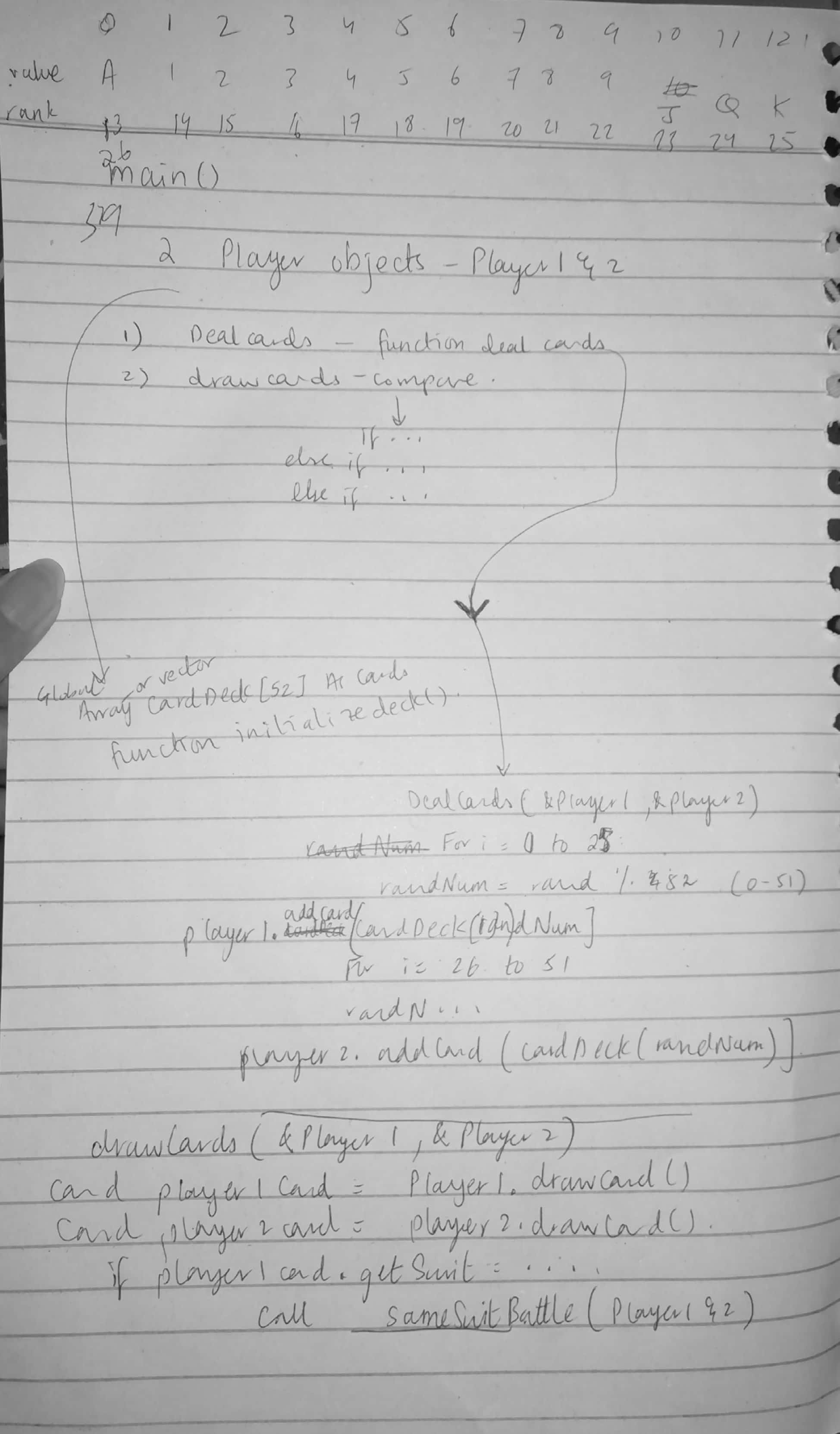
Cases:

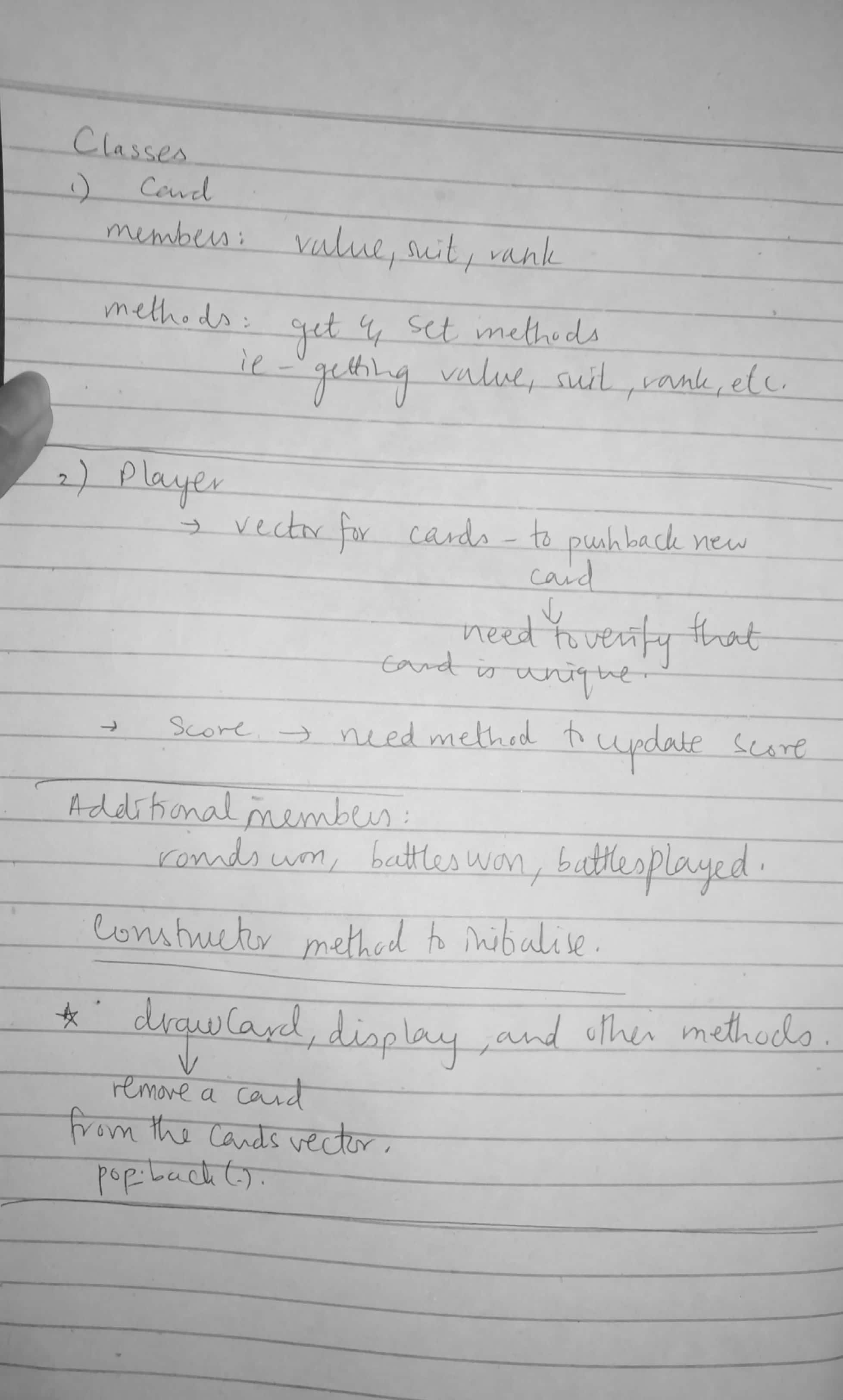
1. Different rank and suit
2. Same rank and different suit
3. Same suit

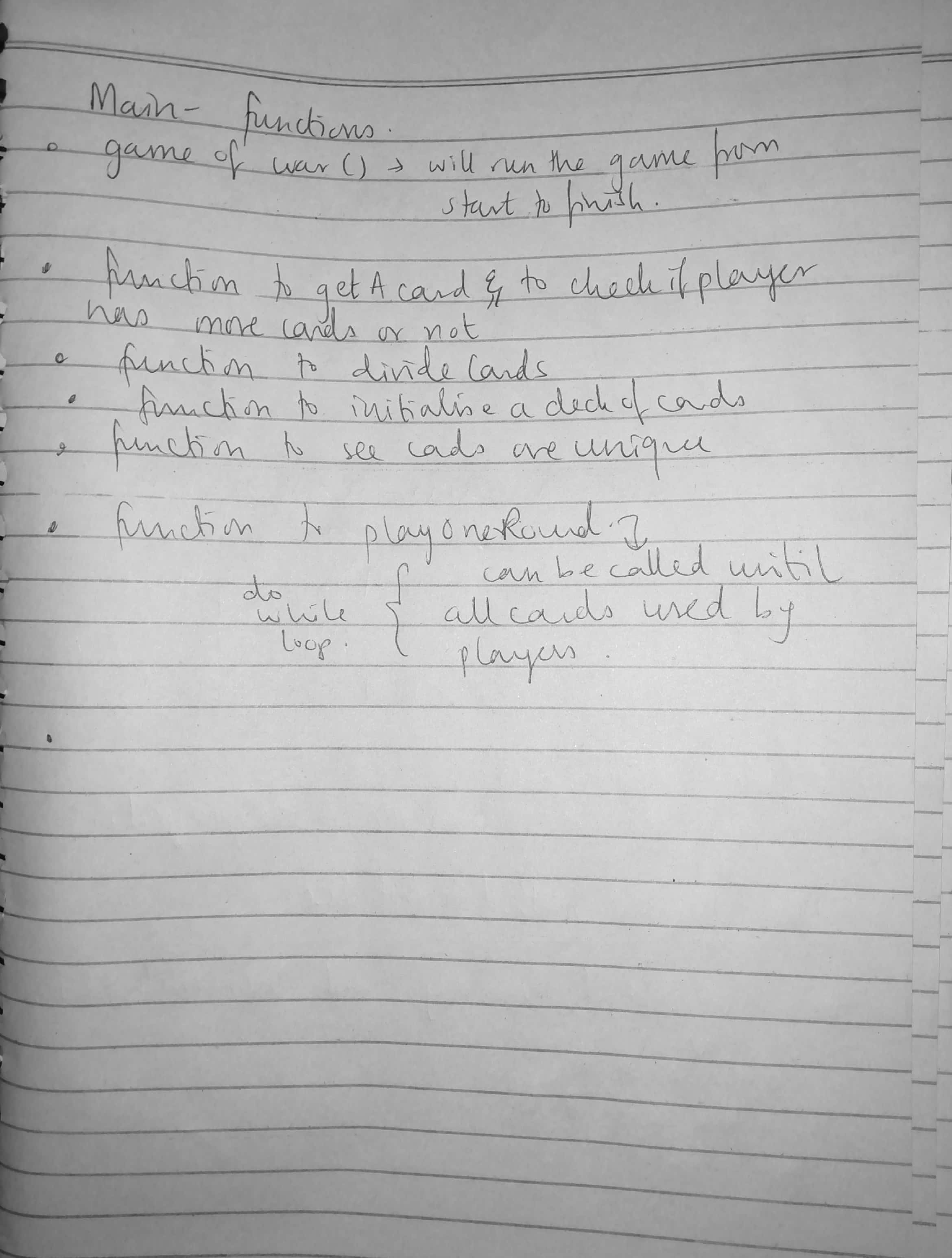
**Scans:**

**(note: I have really bad handwriting)**

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