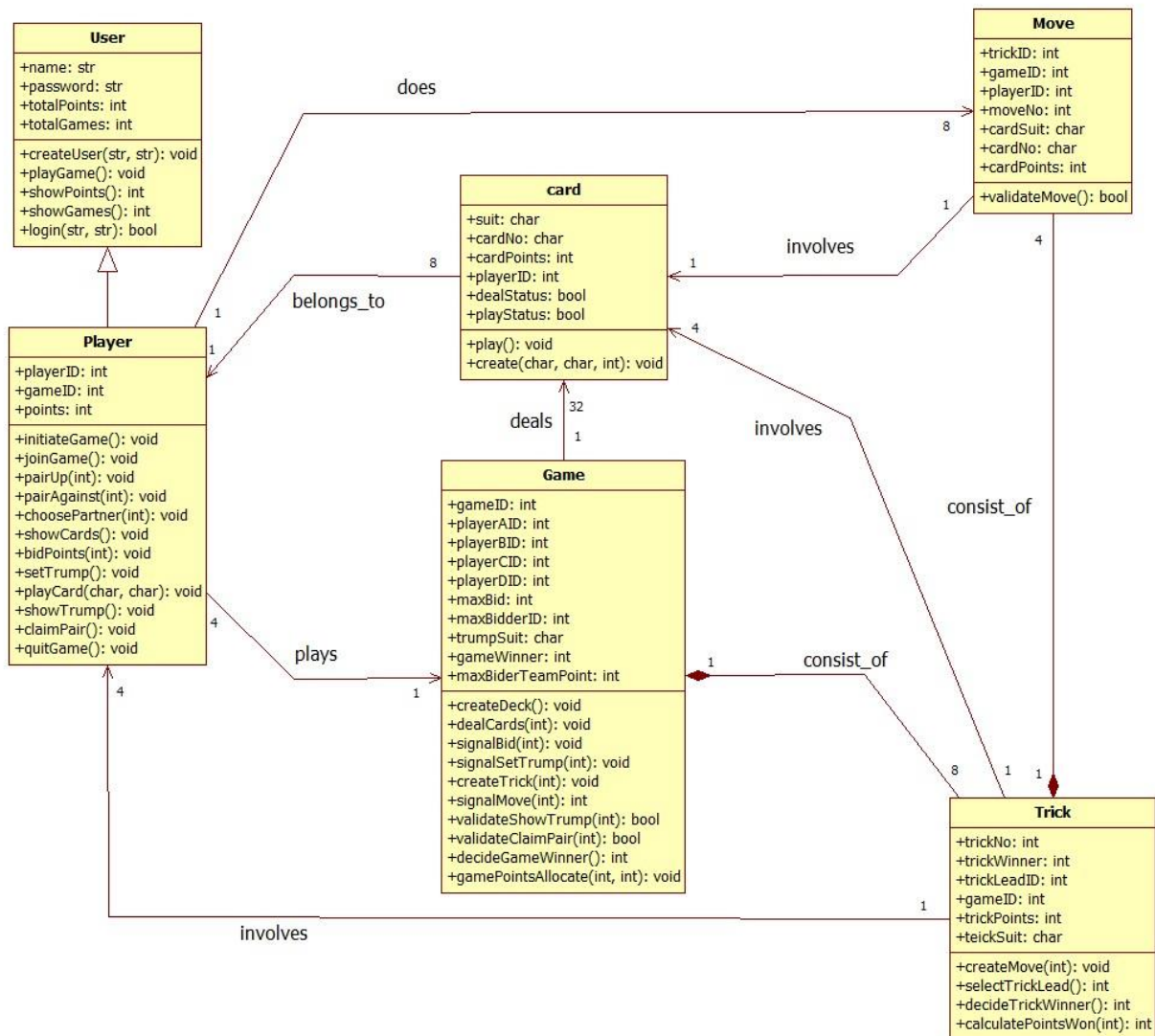


28 Online Class Diagram (Group 11)



1. User registers i.e. creates an account.
2. Players login and are paired. 4 players forming two pairs play a game against each other.
3. Game deals 32 cards(A,7,8,9,10,J,Q,K of each suit) among the 4 players in two halves i.e. 16 each. After dealing the first half the players bid points and the max bidder is decided by the game that sets the trump suit.
4. 8 cards belong to each player.

5. Game consists of 8 tricks.
6. A trick consists of 4 moves.
7. Each trick involves 4 cards played by the 4 players in an orderly fashion signaled by the game.
8. Each player does 8 moves per game.
9. Each move is validated and the trick winner is decided at the end of each trick. The trick points won are allocated to the corresponding pair after each trick.
10. Game winner is decided after 8 tricks based on the max bidders bid and game point is allocated accordingly based on the players ID's.