**Packet Diagram**

There are 3 packets containing in our project. UI, Game Logic and low-level infrastructure. The UI packet contains the Game and Menu Interface as well as all the Controller and View classes necessary to build the GUI, which are contained in a subpacket AppFrame. The game logic packet has all classes necessary to run the UI packet such as the interfaces Card and EventCard as well as the classes HandCard, SpecialCard and all the different event cards classes necessary to create all the types of cards which are stored in the Deck and EventDeck class, as well as Player, ComputerPlayer and Game classes positioned in the subpacket Game Rules. The communication between the UI and the game logic is made possible thanks to the other subpacket in Game Logic called Application layer request. The game logic packet also communicates with the low-level infrastructure packet, which contains the logging and networking.