Hand

- cards: List<Card>

+ getCards(): List<Cards>
+ addCards(CardsOnTable)
+ putCardOnTable(): void
+ getTopCard(): Card

CardsOnTable

- cards: List<Card>

+ getCards(): List<Card>
+ clearCards()
+ addCard(Card)

Card

- weight: int
- roarVolume: int
- maxSpeed: int
- numberOfTeeth: int
- image: String

+ getWeigth(): int
+getRoarVolume(): int
+ getMaxSpeed(): int
+ getNumberOfTeeth(): int
+ getPicture(): String

cardParser

- doc: Document
- cardRepository: CardRepository

+ loadXML(): void
+ parse(): void

CardRepository

- cards: List<Card>

+ loadCardImages(): void

Deck

- cards: List<Card>
- cardParser: CardParser

+ Deck()
+ multipleRepoCards();

Game

- deck: Deck
- players: List<Player>
- currentPlayer: Player
- cardsOnTable: CardsOnTable

+ Game()
+ getDeck(): Deck
+ getPlayers(): List<Player>
+ distributeCards(): void
+ getCurrentPlayer(): Player
+ getCardsOnTable(): CardsOnTable

Player

- name: String
- hand: Hand

+Player()
+ getName(): String
+ getHand(): Hand

UI

- game: Game

+ displayMenu()
+ displayTable()
+ displayPlayerTopCard()
+ clearScreen()
+ setCursorPosition(int x, int y)

<<interface>>
Comparable

+ compareCards()

Main

+main(String[] args)

IO

+ gatherInput(): String

<<interface>>
Player

+ chooseAttribute(): void
+ hasCards(): boolean
+ getHand(): Hand
+ getName(): String

<enum>Cards ???

// thinking where we could use enums