King's Disciples CRC Cards

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PokerMain

- Set up GUI - Set up logic	- Controller classes - View classes - Game logic manager class

GameView

- Set up GUI for the actual Poker game	- SettingsController - PokerMain - MenuController - ViewUtility

MenuView

- Set up GUI for the intiial menu that the user is brought to	- PokerMain - ViewUtility

GamePot

- Handle how many chips are currently in the pot for the hand	

SettingsView

- Set up GUI for the settings menu that holds customization options	- PokerMain - ViewUtility

ViewUtility

- Utility class that provide final variables so that the use of magic numbers is avoided	

GameController

- Set up connection between the game's GUI view and the logic behind the game's GUI	- GameView - PokerMain - PlayerChips - Dealer

PlayerChips

- Handle how many chips an individual player has for a game	

MenuController

- Set up connection between the menu's GUI view and the logic behind the menu's GUI	- MenuView - SettingsView - GameView - PokerMain - Dealer - GamePot

SettingsController

- Set up connection between the settings's GUI view and the logic behind the setting's GUI	- SettingsView - MenuView - PokerMain

Dealer

- Handle adding money to the game pot - Handle taking money away from player chips - Handle giving money to winner(s) of a hand	- PlayerChips - GamePot - PokerMain

PlayerEnum

- Properly sets up the different colors that a player can appear as	

PokerChip

- Properly sets up the values of the different chips that may be used to bet	

PokerTableEnum

- Properly sets up the different colors that the poker table can appear as	

AnalyzeHands

- Determines the kind of hand (three of a kind, flush, etc.) the player has including the flop, turn, and river	- River - Hand

CPU

- Handle what action the computer will make - Handle chaning how smart or risky the CPU is	- PlayerChips - GamePot - Player

Card

- Contains the suit of the card - Determines the rank of the card - Determines the color of the card based on suit	

DeckOfCards

- Contains a full deck of standard Poker cards - Handles shuffling Cards	- Card

Hand

- Contains the cards that an individual player has for the hand	- Card

River

- Contains the cards that the dealer deals for the flop, river, and turn	- Card

GameLogic

- Sets up the entirety of the game logic	- GamePot - River - DeckOfCards - Dealer

Player

- Abstract class that sets methods for the player and the CPU players	- GamePot - Hand - PlayerChips