GameModeEnum

CardOnly
DiceWithRandomCard

Player

+ PlayerName: String
+ PlayerPiece : String
+ SpotValue : Spot
+ PlayerDescription : string

Spot

+ SpotPlayers: List<Player>
+ SpotPlayerDescription : string

+ AddPlayerToSpot(player : Player) : void
+ RemovePlayerFromSpot(player : Player) : void

Game

+ GameStatus: Enum
+ GameMode : Enum
+ Turn : PlayerDesc
+ PlayAgainstComputer : bool
- CardLst : List<Dictionary<string,string>>
- UndoStack : Stack<Dictionary<string, object>>
- RedoStack : Stack<Dictionary<string, object>>
- PlayersMovesWhenInComputerMode : Dictionary<string, object>
+ Last10Moves : List<Dictionary<string, object>>
+ Players : List<Player>
+ Spots : List<Spot>
+ Winner : Player
+ Loser : Player
+ CurrentPlayer : Player
+ PlayingCard : string
+ DiceValue : int
+ DiceImage : string
+ CardImage : string
+ GameStatusDescription : string

+ StartGame(playagainstcomputer : bool, gamemode : GameModeEnum) : void
+ TakeSpot(spotnum : int) : void
+ TakeTurn(spot : Spot) : void
+ DoTurn() : void
- SwitchPlayer() : void
- IsComputerTurn() : bool
+ RollDice() : int
+ GetRandomCard : Dictionary<string, string>
+ Undo() : void
+ Redo() : void
- GetPlayerSpotForUndoRedo(stack : Stack<Dictionary<string, object>>, fromto : string) : Spot
+ RestartGame() : void

GameStatusEnum

NotStarted
Playing
Winner
Loser

2
1
1
1
2
101
1