*treatementChallengeWheeltchallengWheel* will be an abstract method

**Room**

- idRoom: Int
- playersList: Player[]
- game: Game
- private: Boolean
- keyRoom: String
- mode: Int
- pointsNumber: Int
- nbMaxPlayers: Int
- whosTurn: Int
- isFinished: Boolean
- isBlocked: Boolean

+ waitingPlayers(): Void
+ gameStar(): Void
+ isEnd(): Boolean

**Player**

\# hand: Card[]
\# points: Int
\# login: String
\# isWinner: Boolean
\# isHandVisible: Boolean
\# mustSayUno: Boolean

+ drawCard(drawStack: Card[]): Card
+ sayUno(): Void
+ playCard(c: Card,cardDeposit: Card[]): Void
+ *treatementChallengeWheeltchallengWheel: playersList:Player[], drawStack: Card[], cardDeposit: Card[]): Void*
+ challenge(p: Player, cardDeposit: Card[], drawStack: Card[]): Void
+ spinWheel(wheel: int[]): Int
+ checkAddTwo(c: Card, cOnTopCardDeposit: Card, cardDeposit: Card[]): Int
+ checkNumerotedCardOrSpin(c: Card, cOnTopCardDeposit: Card, cardDeposit: Card[]): Int
+ checkJoker(c: Card, cOnTopCardDeposit: Card, cardDeposit: Card[]): Int
+ checkSuperJoker(c: Card, cOnTopCardDeposit: Card, cardDeposit: Card[]): Int
+ checkTurnDirection(c: Card, cOnTopCardDeposit: Card, cardDeposit: Card[]): Int
+ checkSkip(c: Card, cOnTopCardDeposit: Card, cardDeposit: Card[]): Int

**War**

- allPlayers: player[]
- playersList: Player[]
- carddeposit: card[]

+ playersWithCardNumeroted(): Players[]
+ init(maxCardsArray: Card[]): Card[]
+ startWar(mawCardsArray: Card[], searchPosition: Int): Card[]

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*createDrawStack* will be an abstract method

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**Game**

\# drawStack: Card[]
\# cardDeposit: Card[]
\# numberRound: Int
\# direction: Int

+ cardDistribution(playersList: Players[]): Void
+ checkCardDeposit(): Card
+ addTwo(targertPlayer: Player): Void
+ turnDirection(): Void
+ *deleteCardTopOfDrawStack() : Card*
+ remakeDrawStackIfNoCardIn() : Void
+ *createDrawStack() : Card[]*
+ endRound() : void
+ cardDistribution(players : Player[]) : void
+ isEndRound() : Boolean
+ isEndRound() : boolean

**AI**

+ playableRandomCard(cardDeposit: Card[]): Int

**Real**

**Card**

\# color: String
\# loginPlayer: String
\# points: Int
\# isVisible: Boolean
\# effectToApply: Boolean
\# number: Int

**ClassicUn**

**SpinUn**

- wheel: Int[]

**NumerotedCard**

\# numberCard: Int

**Skip**

**AddTwo**

**Joker**

\#chosenColor: String

**SpinCard**

**TurnDirection**

**SuperJoker**