<< Main () >>
Entry point

Game

+ round: int

+ player1: Player

+ player2: Player

+ currentPlayer: Player*

+ deck: CardCollection

+ discardPile: CardCollection

+ startGame(): void

+ shuffleDeck(CardCollection& cards): void

+ takeTurn(): void

+ isBust(true):boolean

+ endGame(): void

+ finalScore(): int

Player

+ name: string

+ playArea: CardCollection

+ bank: CardCollection

+ playCard(Card* card, Game& game): bool

+ bankCard(): void

+ calculateScore(): int

+ getName() const: string

+ getScore() const: int

+ printPlayArea() const: void

+ printBank() const: void

1   has   2

<<Abstract>>
Card

+ value: int

+ cardType: CardType

+ type() const: CardType&

+ str() const: string

+ *play(Game& game, Player& player) const: void*

+ *willAddToBank(Game& game, Player& player) : void*

1   has

owns

1

0..*

*

CannonCard

+ play(Game& game, Player& player) : void

ChestCard

+ play(Game& game, Player& player) : void

+ willAddToBank(Game& game, Player& player) : void

KeyCard

+ willAddToBank(Game& game, Player& player) : void

+ play(Game& game, Player& player) : void

HookCard

+ play(Game& game, Player& player) : void

OracleCard
+ play(Game& game, Player& player) : void

SwordCard
+ play(Game& game, Player& player) : void

MapCard
+ play(Game& game, Player& player) : void

MermaidCard
+ play(Game& game, Player& player) : void

KrakenCard
+ play(Game& game, Player& player) : void