# Quests of the Round Table

## Game Controller Class

### Holds Decks (Deck classes)

* 1. Adventure Deck
  2. Story Deck

### Holds Number of Players and their turn

* 1. Player class (1,2,3)

### Controls Game Events and Calls

* 1. Control who’s turn it is
  2. If quest has been called - change UI, present buttons to sponsor quest...
  3. if tournament has been called - change UI and etc...
  4. If Event has been made. Call event manager.

### Event Card Manager

* 1. Call specific event when event happens.
     1. Ex. “Camelot calls all Ally’s...” all disappear

## Deck Class

### Adventure Card Class (all have AI Priority)

* 1. Foe Cards - Name, BP, BPBonus
  2. Weapon Cards - Name, Battle
  3. Ally Cards - Name, BattleP, Bid, BidBonus
  4. Amour Cards - Name, Battle, BattleBonus, Bid, BIdBonus
  5. Test Cards - Name, Bid, BidBonus

### Story Deck Class

* 1. Quest - Name, Stage, BattleBonus
  2. Tournament - Name, ShieldBonus, Participants, Extra Attributes
  3. Events - Name,

## Player Class

### Their Hand (what and how many cards contained)

### Rank

### Shields

### Bidding Points

* 1. Ally Cards
  2. Amour Cards
  3. Test Cards

### Battle Points

* 1. Ally Cards
  2. Weapon Cards
  3. Foe Cards