Deck

+ static const int DECK_SIZE
# std::vector< Card *
 > inPlayCards
std::vector< Card *
 > handCards
std::vector< Card *
 > library
std::vector< Card *
 > disCards

+ Deck()
+ Deck(std::string nomDeck)
+ ~Deck()
+ void printLibrary()
+ void printInPlayCards()
+ void generateRandomDeck()
+ bool drawCard()
+ void disengageCards()
+ std::vector< Card *
 > getPlayableCards()
+ std::vector< Card *
 > getAttackCards()
+ std::vector< Card *
 > getDefenseCards()
+ void playCard(Card *c)
+ void discardCard(Card *c)
+ void JsonToDeck(std
::string nomDeck)

#cards

Player

std::string name
std::string printColor
bool isAlive
int currentHp
static int baseHp

+ Player(std::string,
 Deck)
+ ~Player()
+ void setPrintColor
(std::string color)
+ std::string getName()
+ std::string getColoredName()
+ int getHp()
+ void setHp(int hp)
+ bool drawCard()
+ void disengageCards()
+ std::vector< Card *
 > getPlayableCards()
+ void playCard(Card *c)
+ std::vector< Card *
 > getAttackCards()
+ std::vector< Card *
 > getDefenseCards()
+ void discardCard(Card *c)

#p1
#p2
#playerTurn

Game

+ static int MAX_CARDS
 _IN_HAND
int round

+ Game()
+ void playGame()