Card

+ static std::vector
< std::string > ColorCode
std::string name
std::vector< int >
 manaCost
std::string color
bool isDiscarded
bool isEngaged
std::string typeOfCard

+ Card(std::string nm,
 std::vector< int > mnCt,
 std::string clr)
+ void setName(const
 std::string &name)
+ void engage()
+ void disengage()
+ void setManaCost(std
::vector< int > manaCost)
+ void setColor(const
 std::string &color)
+ void setIsDiscarded
(bool isDiscarded)
+ const std::string &
 getName() const
+ const std::string getColored
Name() const
+ std::vector< int >
 getManaCost() const
+ const std::string &
 getColor() const
+ bool getIsDiscarded
() const
+ bool getIsEngaged()
 const
+ ~Card()
+ void isStillOperational()
+ virtual void print()
+ virtual void printLine
(int line)
+ std::string manaToString()
+ static void print(std
::vector< Card * > v)

CreatureCard

int hp
int defaultHp
int attackPower
bool firstTurn

+ CreatureCard(std::
string nam, std::vector
< int > mC, std::string
 cl, int ap, int hp)
+ int getHp() const
+ int getAttackPower
() const
+ void setHp(int hp)
+ void setAttackPower
(int attackPower)
+ void invocate()
+ bool isFirstTurn()
+ void print()
+ void printLine(int
 line)
+ void attack()