```
Deck
+ static const int DECK_SIZE
# std::vector< Card
  · inPlayCards
# std::vector< Card *
  handCards
# std::vector< Card *
 > library
# std::vector< Card *
  disCards
# std::vector< Card *
  enchantmentInGame
+ Deck()
+ Deck(std::string nomDeck)
+ Deck(std::vector<
CreatureCard > creatures)
+ ~Deck()
+ void printLibrary()
+ void printInPlayCards()+ void generateRandomDeck()
+ bool drawCard()
+ void disengageCards()
+ std::vector< Card *
  getPlayableCards()
+ std::vector< Card
  getAttackCards()
+ std::vector< Card<sup>´</sup>*
 > getDefenseCards()
+ std::vector< Card
  getHandCards()
+ void playCard(Card *c)
+ void discardCard(Card *c)
+ void importFromJson
(std::string filename)
+ void exportToJson(std
::string filename)
+ std::vector< Card *
  getEnchantmentInGame()
+ bool hasEnchant(std
::string e)
+ std::vector< Card
  getCreatureCard()
+ std::vector< Card
  getCardInPlay()
+ int getNbForest()

    void addCardInPlay

(Card *c)
+ void removeCard(Card *c)
                 #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
+ std::vector< Card
> getAttackCards()
+ std::vector< Card *
> getDefenseCards()
+ std::vector< Card
 getHandCards()
+ void discardCard(Card *c)
+ bool hasEnchant(std
::string enchantCard)
+ std::vector< Card '
> getCreatureCard()
+ std::vector< Card
  getCardInPlay()
+ int getNbForest()
+ void addCardInPlay
(Card *c)
+ void removeCard(Card *c)
```