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 *
> 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 *c)
+ 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)
#p1
#p2
#playerTurn
Game
+ static int MAX_CARDS
_IN_HAND
bool playerHasPlayedLandCard
int round
+ Game()
+ void playGame()