```
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 printlnPlayCards()
  + 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 JsonToDeck(std
 ::string nomDeck)
 + void CardtoJson(std
 ::string nomDeck)
 + void exportToJson(std
 ::string filename)
                   #cards
               Player
 # std::string name
 # std::string printColor
 # bool is Alive
 # 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()
--- playCard(Card *c)
 + std::vector< Card
 + void playCard(Card
+ std::vector< Card *
  > getAttackCards()
 + std::vector< Card **
  > getDefenseCards()
 + std::vector< Card
   getHandCards()
 + void discardCard(Card *c)
                       #p1
                       #p2
                  #playerTurn
               Game
  static int MAX_CARDS
 IN HAND
# bool playerHasPlayedLandCard
# int round
+ Game()
 · void playGame()
```