Code Documentation:

Card abilities

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| Name | Trigger | description | Actions sequence |
| ApplyEffectOnAttack | onAttack() -> onTakeDamage() | This ability applies an effect on the opponent upon attacking | OnAttack(effect)  onTakeDamage takes effect  effect.applyEffect() |

Status effects

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| --- | --- | --- | --- | --- |
| Name | Type | description | Actions sequence | triggers |
| Hex | Debuff | This effect reduces the opponent’s attack for one attack | Receiving the Effect:  Effect.applyEffect(self)-  Adds the status effect to the array  applyStatus() -  Add it to the status array and decrement the card’s attack by X  Losing the effect:  onAttack()-  run activateStatus then applyEffect  activateStatus() –  remove it from array  applyStatus() –  Recheck the card’s status array to remove it from the card. Then increment the card’s attack by X | onAttack() |
| poison | Debuff | This powerful effect causes the opponent to take damage after you take an action. (passing also counts!) | Receiving the Effect:  Effect.applyEffect(self)-  Adds the status effect to the array  applyStatus() -  Add it to the status array | onAction()  use await to delay the action based on no. of cards with poison effect |