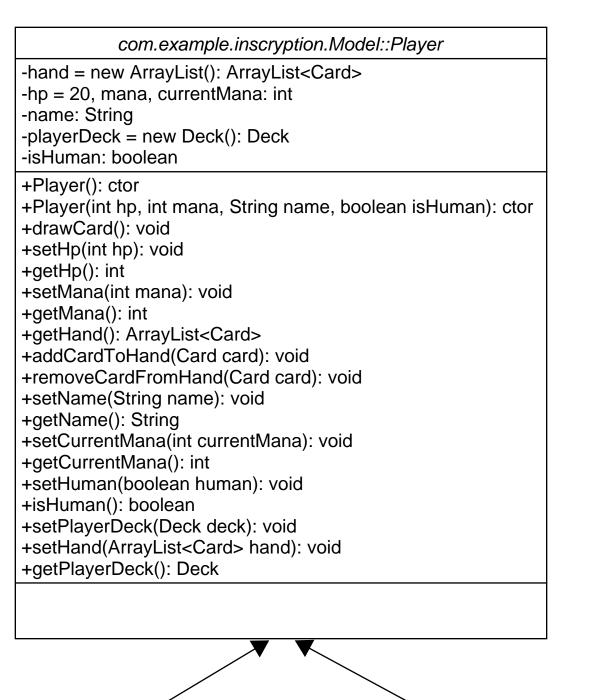
# com.example.inscryption.Model::Card -cost: int -type, name: String -atk. hp: int -special1, special2: String +Card(): ctor +Card(int cost, String type, String name, int atk, int hp, String special1, String special2): ctor +setHp(int hp): void +getHp(): int +setAtk(int atk): void +getAtk(): int +setSpecial1(String special1): void +getSpecial1(): String +setSpecial2(String special2): void +getSpecial2(): String +setCost(int cost): void +getCost(): int +setType(String type): void +getType(): String +getName(): String +setName(String name): void +clone(): Card



com.example.inscryption.Model::Deck -deck = new ArrayList(): ArrayList<Card> -random = new Random(): Random -name: String +Deck(): ctor +Deck(ArrayList<Card> deck, String name): ctor +getDeck(): ArrayList<Card> +addCard(Card card): void +removeCard(Card card): void +drawCard(): Card +shuffle(): void +getName(): String +setName(String name): void

com.example.inscryption::Main

+main(String[] args): void

-board = new Board(): Board -random = new Random(): Random -setUpHuman(): Human +start(): void -chooseDeck(Human player): void -cloneDeck(Deck deck): ArrayList<Card> -createComputer(): Computer -makeDeck(Human player): void -pray(Human player): void -resetPlayers(Human player, Computer computer): void -initGame(Human player, Computer computer): void -createCreatures(): void -compTurn(Computer computer): void -takeTurn(Human player, Computer computer): void -playCard(Player player, int cardToPlay): void -printBoard(): void -checkWin(Player player): boolean -endTurn(int turn, Human player, Computer computer): void -cardShop(Human player): void -save(Human player): void

com.example.inscryption.Controller::Game

-menu = new Menu(): Menu

-masterDeck = new Deck(): Deck

## com.example.inscryption.Model::Board

- -playerBoard = new ArrayList(): ArrayList<Card> -computerBoard = new ArrayList(): ArrayList<Card>
- +getPlayerBoard(): ArrayList<Card>
- +getComputerBoard(): ArrayList<Card>
- +addToPlayerBoard(Card card): void
- +addToComputerBoard(Card card): void
- +removeDeadCards(): void

# com.example.inscryption.Model::Human

- -madeDecks = new ArrayList(): ArrayList<Deck>
- -aold = 0: int
- -ownedCards = new ArrayList(): ArrayList<Card>
- +Human(int hp, int mana, String name): ctor
- +Human(): ctor
- +getGold(): int
- +setGold(int gold): void
- +getMadeDecks(): ArrayList<Deck> +getOwnedCards(): ArrayList<Card>
- +setOwnedCards(ArrayList<Card> ownedCards): void
- +setMadeDecks(ArrayList<Deck> madeDecks): void

#### com.example.inscryption.Model::Computer

- +Computer(int hp, int mana, String name, boolean isHuman): ctor
- +Computer(): ctor

- -getAnswerInt = new Scanner(System.in): Scanner
- -bread = new BufferedReader(new InputStreamReader(System.in)): BufferedReader
- +startMenu(): int
- +turnMenu(Player player, Player computer, Deck deck): int
- +getInt(int min, int max, String prompt): int
- +displayRules(): void
- -getManaString(Player player): String
- +printCards(ArrayList<Card> cards): void
- +deckEditor(): int
- +getString(String prompt): String
- +chooseDeck(ArrayList<Deck> decks): int
- +print(String prompt): void

### com.example.inscryption.View::Menu