

MagicOracle

Create players

Create game

Card

Enters play

Leaves play

Reacts when creature Enters play

Reacts when instant Enters play

Reacts when sorcery enters play

Reacts when enchantment enters play

Reacts when artifact enters play

Knows card type

Knows subtypes

Knows Activated abilities

Knows name

Knows inPlay

CreatureCard

Knows power

Knows Toughness

Knows Flying

Knows Vigilance

Knows Tapped

PlaneswalkerCard/ ArtifactCard/ EnchantmentCard/ InstantCard

Currently undetermined responsibilities

Game

Decide who starts

Keeps track of turns

Manage end of turn effects

Starts Game

Deck

Knows CardLoader

Knows Deck name

Shuffles

Pops top card

CardLoader

Return deck of cards

Parse XML

Statistics

Knows file name

Write game results

Knows starting hand

Starting Hand

Knows card list

Knows starting hand

Create output string

Player

Does start turn actions

Does end turn actions

Attacks

Defends

Knows life

Knows opponent

Getters/Setters for all but hand

Reports hand size

Knows deck

Draws

Knows/creates statistics

Report opening hand to statistics

Report win/loss

Shuffle

Play cards

Knows strategy

Knows mana

Knows creatures

Knows enchantments

Knows artifacts

Asks strategy where to assign damage

Assigns damage

Manage card effects

Strategy

Knows player

Executes action (main phase)
Determines attackers
Determines defenders
Determines where combat damage is assigned
Plays cards

ActivatedAbility

Knows cost
Knows effect

Sample XML:

```
<deck name = "Elves">  
  <card name="Forest" number = 12 type="forest" subtype = "" />  
</deck>
```