Requests-Client

Register
- -username
- -password
- -auth-token

Login
- -username
- -password
- -auth-token

Logout
- -username
- -auth-token
- -auth-token

Acquired
- -username
- -auth-token

Battle
- -username
- -auth-token

Action
- - username
- - auth-token
- - card

Trade
- -username
- -auth-token
- -trade-partner

Offer
- -username
- -auth-token
- -cards[card, amount]

Accept
- -username
- -auth-token

Post

Profile
- - username
- - auth-token
- - coins
- - elo_points

Stack
- - username
- - auth-token
- - cards[card, Amount]
- - amount

Coins
- - username
- - auth-token
- - coins
- - amount

Opponent
- - o.username
- - o.elo
- - coins
- - amount

Action
- - o.username
- - o.card
- - amount

Offer
- - t.usernames
- - t.cards[card,amount]
- - amount
- - amount

Confitmation
- - usernames
- - cards[card,amount]
- - amount
- - amount

Get

t - trader-partner

Server

User

- username
- auth-token
- password
- stack[Card]
- deck[Card]
- Offer

+User(username,password)
+getter: [stack,deck,username,auth-token]
+setter: [stack,deck,username]
+login()
+logout()
+startTradeWith(User)
+safeBattelnHistory(User,elo)
+searchBattle()

Battle

- UserA
- UserB
- matchBegin
- moveTime
- healthUserA
- healthUserB

+ Battle(UserA,UserB,matchBegin)
+action(User,Card)
+game_finished(User winner, User looser)
+safeMatch()

Trade

- OfferA
- OfferB

+Trade(OfferA,OfferB)
+submitTrade()
+deleteTrade()
+removeOffer()
+check_for_current_cards()

Offer

- User
- cards[Card]
- timestamp

+ Offer (User,cards[Card])
+ getter: [User, cards]
+ setCards(cards[Card])
+ addCard(Card)
+ removeCard(Card)
+ removeOffer()

Card

- name
- damage
- type
- occurence

+Card(name,damage,type,occurence)
+getter(name,damage,type,occurence)
+setter(Card, admin_username)