Class: “Card”  
What?:  
Name

Picture

Effect/Lore

Type(monster/spell/trap)  
Attribute

MonsterType

SpellType

TrapType

Attack

Defense

State

Class: “Deck”

What?:

Name

List of cards

Owner

Class: “Hand”

List of Cards

Owner

Class: “Field”

List of Cards

Position

Picture

Size

Class: “Graveyard”

List of Cards

Owner