

**Screen 1 (Menu)**

Button	ActionEvent	<ul style="list-style-type: none"> <li>• Opens a new Game window                             <ul style="list-style-type: none"> <li>◦ Load BattleScreen.fxml</li> <li>◦ Replace Scene in Stage with BattleScreen.fxml</li> </ul> </li> </ul>	Finished	Castro
Button	ActionEvent	<ul style="list-style-type: none"> <li>• Opens a confirmation alert asking if the user would like to close the application                             <ul style="list-style-type: none"> <li>◦ Creates an alert box</li> <li>◦ Alert box can close the whole application</li> </ul> </li> </ul>	Finished	Castro
ImageView	MouseEvent	<ul style="list-style-type: none"> <li>• Displays a tentative logo on hover                             <ul style="list-style-type: none"> <li>◦ Sets Logo.png's opacity to 100, with an initial value of 0.</li> </ul> </li> </ul>	Finished	Castro

## Screen 2 (Pause)

Button	ActionEvent	<ul style="list-style-type: none"><li>● Opens the battle window<ul style="list-style-type: none"><li>○ Load BattleScreen.fxml</li><li>○ Replace Scene in Stage with BattleScreen.fxml</li><li>○ In essence, resumes the application.</li></ul></li></ul>	Finished	Camu
Button	ActionEvent	<ul style="list-style-type: none"><li>● Opens a confirmation alert asking if the user would like to close the application<ul style="list-style-type: none"><li>○ Creates an alert box</li><li>○ Alert box can close the whole application</li></ul></li></ul>	Finished	Cadiogan
Button	ActionEvent	<ul style="list-style-type: none"><li>● Opens the option window<ul style="list-style-type: none"><li>○ Load OptionScreen.fxml</li><li>○ Replace Scene in Stage with OptionScreen.fxml</li></ul></li></ul>	Finished	Camu
Button	ActionEvent	<ul style="list-style-type: none"><li>● Opens the menu window<ul style="list-style-type: none"><li>○ Load MenuScreen.fxml</li><li>○ Replace Scene in Stage with MenuScreen.fxml</li></ul></li></ul>	Finished	Camu

### Screen 3 (Battle)

Card	ActionEvent	<ul style="list-style-type: none"> <li>• Drags a card to a pile <ul style="list-style-type: none"> <li>○ On click and hold, locks the card (as an image) to the cursor.</li> <li>○ On letting go of the mouse on a pile, the card is locked onto the pile.</li> <li>○ Removes a card instance from the hand and into the specified pile.</li> </ul> </li> </ul>	Finished	Castro
Button	ActionEvent	<ul style="list-style-type: none"> <li>• Opens the pause window <ul style="list-style-type: none"> <li>○ Load PauseScreen.fxml</li> <li>○ Replace Scene in Stage with PauseScreen.fxml</li> </ul> </li> </ul>	Finished	Camu
Pile	ActionEvent	<ul style="list-style-type: none"> <li>• Returns a card from the pile to the hand <ul style="list-style-type: none"> <li>○ On click of the specified pile, removes a card from the pile and back into the hand.</li> <li>○ Only 1 card per clicked is removed, the top card.</li> </ul> </li> </ul>	Not Started	
Deck	MouseEvent	<ul style="list-style-type: none"> <li>• Drags a card from hand to the discard pile <ul style="list-style-type: none"> <li>○ On click and hold, locks the card (as an image) to the cursor.</li> <li>○ On letting go of the mouse on the draw pile, the card is discarded to the discard pile</li> </ul> </li> </ul>	Ongoing (awaiting graphics)	Castro
Deck	MouseEvent	<ul style="list-style-type: none"> <li>• Drags a card from draw pile to hand <ul style="list-style-type: none"> <li>○ On click and hold, locks the card (as an image) to the cursor.</li> <li>○ On letting go of the mouse on the draw pile, the card is locked onto the hand.</li> <li>○ Removes a card instance from the draw pile and into the hand.</li> </ul> </li> </ul>	Ongoing (awaiting graphics)	Castro

#### Screen 4 (Options)

Button	ActionEvent	<ul style="list-style-type: none"><li>• Opens the pause window<ul style="list-style-type: none"><li>○ Load PauseScreen.fxml</li><li>○ Replace Scene in Stage with PauseScreen.fxml</li></ul></li></ul>	Finished	Camu
Slider	ActionEvent	<ul style="list-style-type: none"><li>• A control slider for volume of the Sound Effects<ul style="list-style-type: none"><li>○ A slider with range 1-100 that allows the user to set the volume of all of the sound effects of the application.</li></ul></li></ul>	Not Started	
Slider	ActionEvent	<ul style="list-style-type: none"><li>• A control slider for volume of the Background Music<ul style="list-style-type: none"><li>○ A slider with range 1-100 that allows the user to set the volume of all of the music of the application.</li></ul></li></ul>	Not Started	
Slider	ActionEvent	<ul style="list-style-type: none"><li>• A control slider for volume of the Master Volume<ul style="list-style-type: none"><li>○ A slider with range 1-100 that allows the user to set the volume of the application overall.</li></ul></li></ul>	Not Started	