

Screen 1 (Menu)

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

Screen 2 (Pause)

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

Screen 3 (Battle)

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

Screen 4 (Options)

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