Mu03, Mu04, Mu04
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Screen 1 (Menu)

Button	ActionEvent	● Opens a new Game window
		   ○ Load BattleScreen.fxml
		   ○ Replace Scene in Stage with BattleScreen.fxml

Button	ActionEvent	● Opens a confirmation window asking if the user would like to close the application
		   ○ Load QuitScreen.fxml
		   ○ Replace Scene in Stage with QuitScreen.fxml

ImageVIew	MouseEvent	● Displays a tentative logo on hover ○ Sets Logo.png's opacity to 100, with an initial value of 0.

Screen 2 (Pause)

Button	ActionEvent	● Opens the battle window
		   ○ Load BattleScreen.fxml
		   ○ Replace Scene in Stage with BattleScreen.fxml
		   ○ In essence, resumes the application.

Button	ActionEvent	● Opens a confirmation window asking if the user would like to close the application
		   ○ Load QuitScreen.fxml
		   ○ Replace Scene in Stage with QuitScreen.fxml

Button	ActionEvent	● Opens the option window
		   ○ Load OptionScreen.fxml
		   ○ Replace Scene in Stage with OptionScreen.fxml

Screen 3 (Battle)

Card	ActionEvent	● Drags a card to a pile
		   ○ 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.

Button	ActionEvent	● Opens the pause window ○ Load PauseScreen.fxml ○ Replace Scene in Stage with PauseScreen.fxml
Pile	ActionEvent	● Returns a card from the pile to the hand ○ 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.

Screen 4 (Options)

Button	ActionEvent	● Opens the pause window ○ Load PauseScreen.fxml ○ Replace Scene in Stage with PauseScreen.fxml
Slider	ActionEvent	● A control slider for volume of the Sound Effects ○ A slider with range 1-100 that allows the user to set the volume of all of the sound effects of the application.
Slider	ActionEvent	● A control slider for volume of the Music Effects ○ A slider with range 1-100 that allows the user to set the volume of all of the music of the application.
Slider	ActionEvent	● A control slider for volume of the Master Volume ○ A slider with range 1-100 that allows the user to set the volume of the application overall.