Initialization

Self-Defined Structure/Class:

Class 1: EVO (the exact Species/Trait/Effect)
- Name
- Category (Species/Trait/Effect)
- Index in Dictionary
- Trait Parameters
- Mutant Form (EVO)

Class 2: Slot Content
- EVO in Slot
- Mutate Type
- Additional HP

Reference Lists:

To Read:
- Species Dictionary
- Trait Dictionary
- Effect Dictionary
- Hand Types

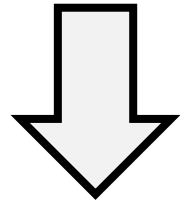**To Modify:**
- Slot Content 1~5

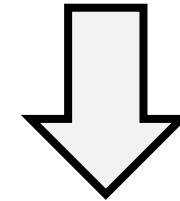## Template:

Card Template

Run Time Checks

Slot Operation:

- Is the Slot Empty?
  (EVO equals null)
- Is the EVO Mutated?
  (Mutate Type equals null)
- Can the EVO Have More HP?
  (Original + Additional < Maximum)

⬇

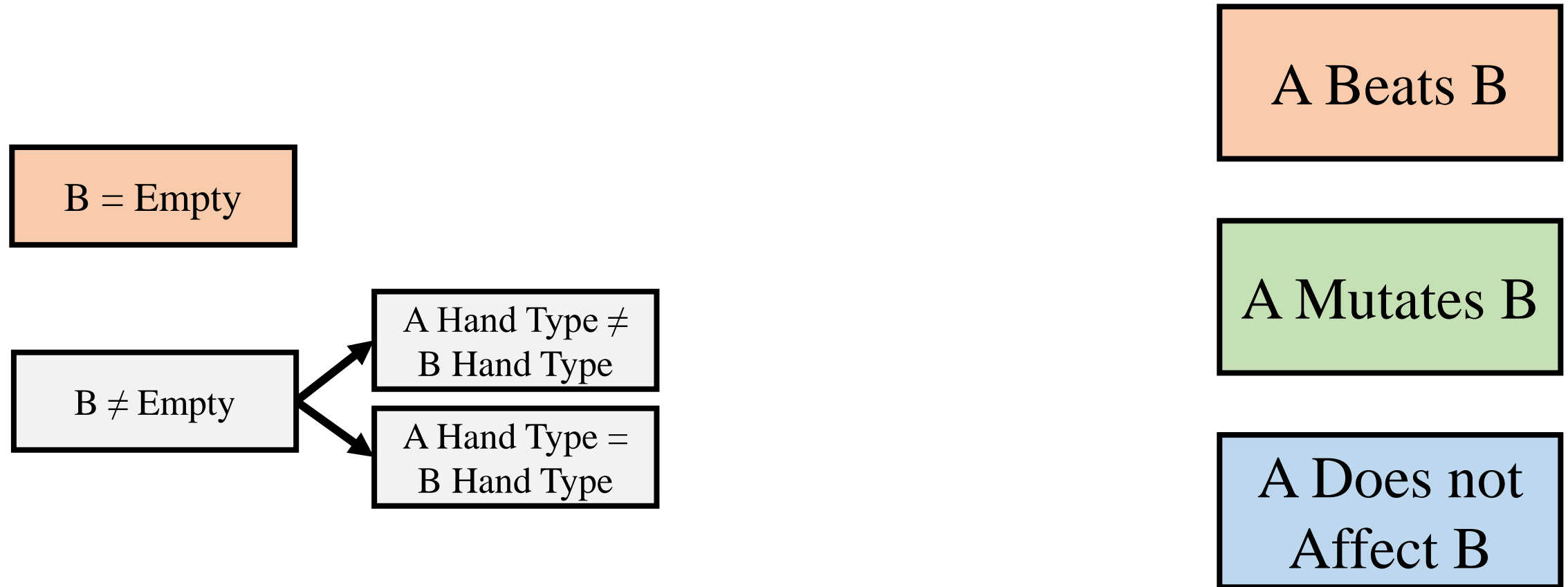Legal to Add Card to Slot

Play Card:

- Does the Slot Content Combination Match Selected Hand Type?
  (Compare with Hand Types List)
- Does the Current Hand Beat/Mutate Previous Hand?

⬇
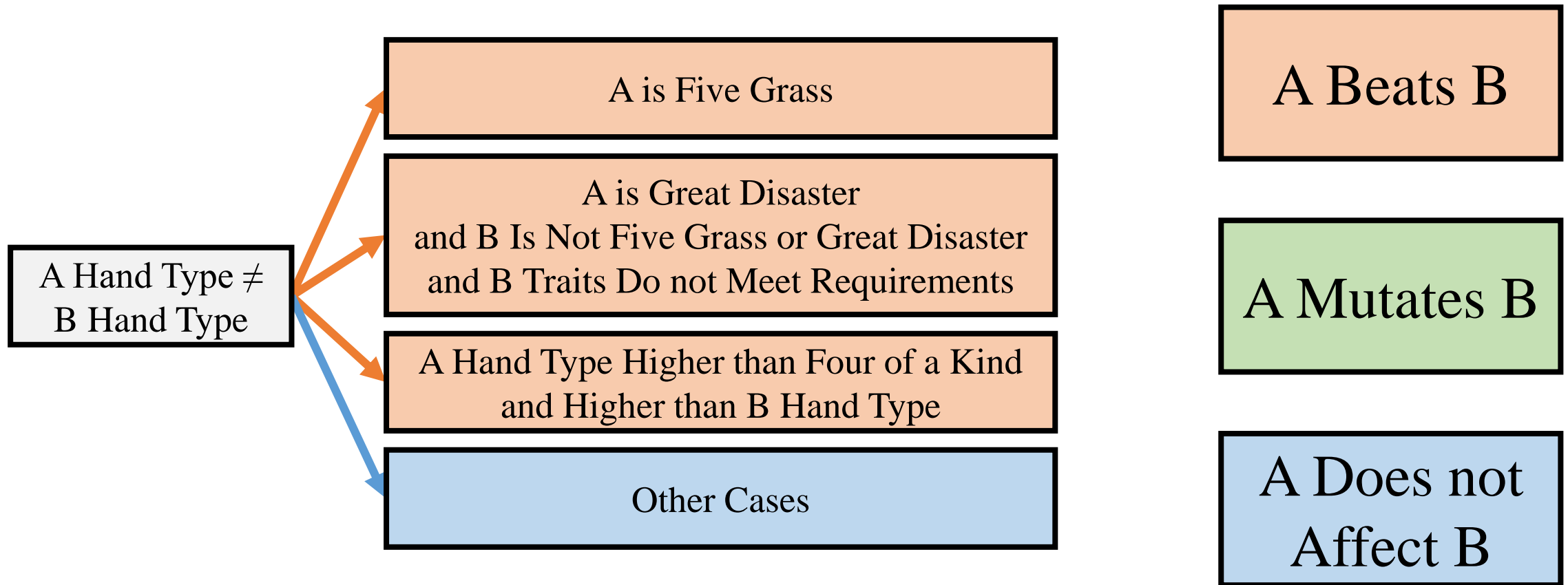
Legal to Play Card(s) Placed in Slots

Run Time Checks – Hand A vs. Hand B - 1

Detailed Relationships in "Game_Rules.pdf"

B = Empty

B ≠ Empty

A Hand Type ≠ B Hand Type

A Hand Type = B Hand Type

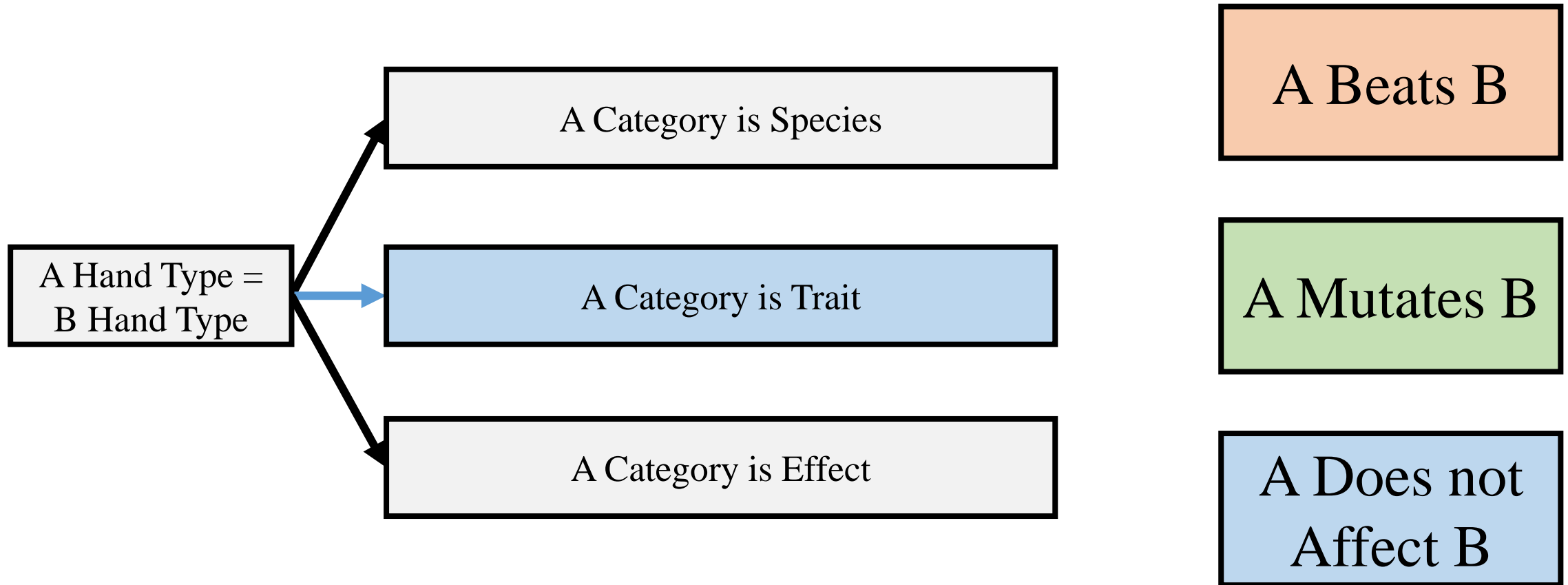A Beats B

A Mutates B
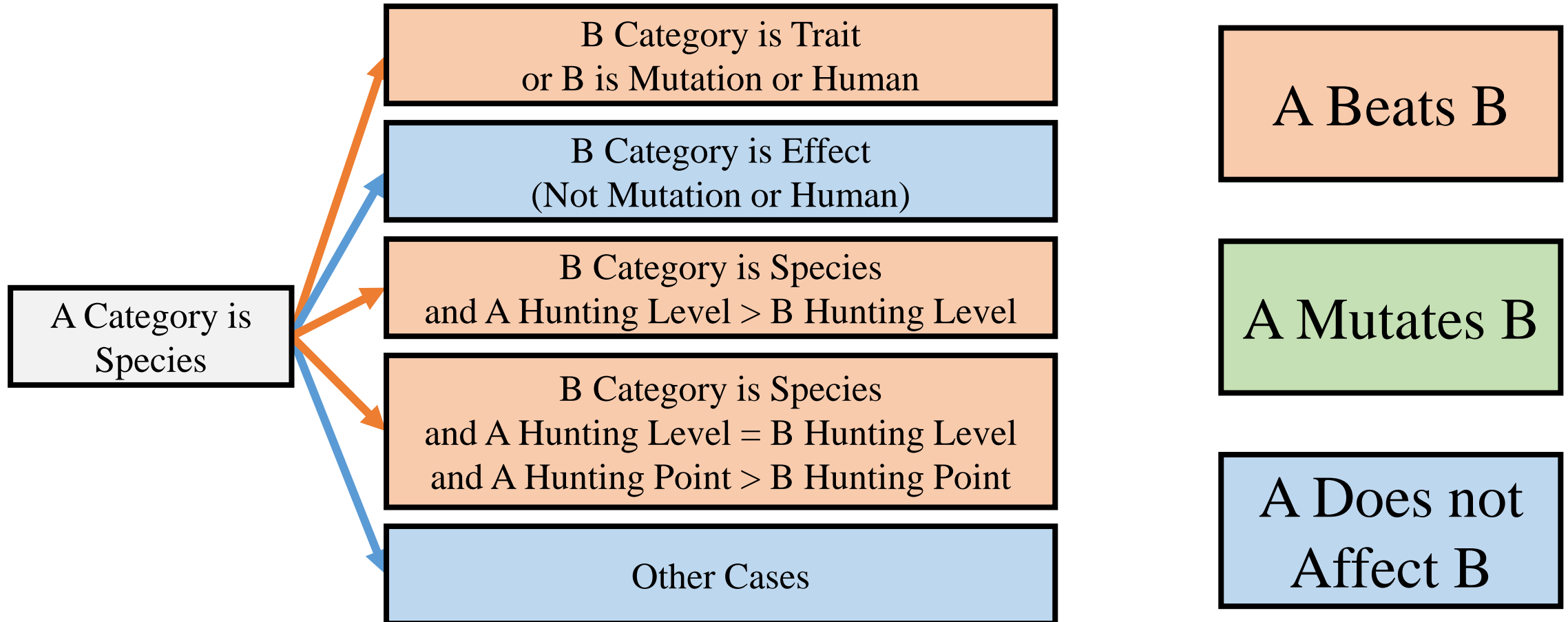
A Does not Affect B

Run Time Checks – Hand A vs. Hand B - 2

Detailed Relationships in "Game_Rules.pdf"

Run Time Checks – Hand A vs. Hand B - 3
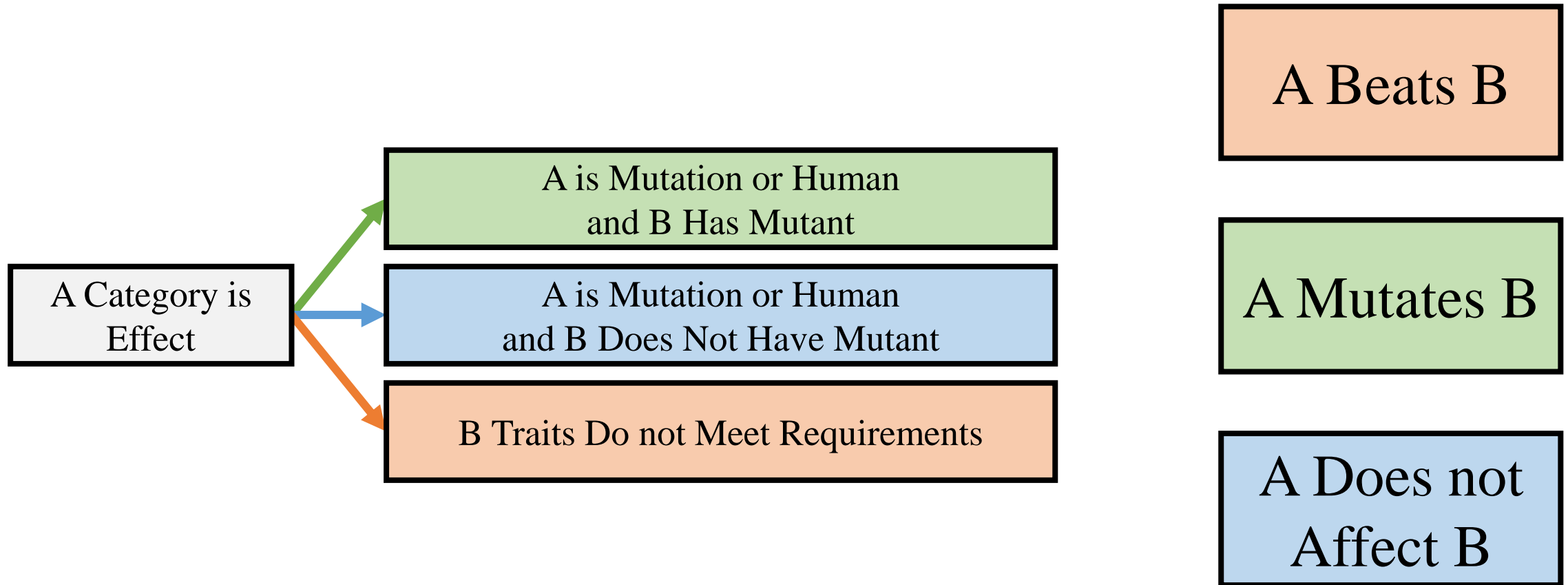
Detailed Relationships in "Game_Rules.pdf"

A Hand Type = B Hand Type

A Category is Species

A Category is Trait

A Category is Effect

A Beats B

A Mutates B

A Does not Affect B

Run Time Checks – Hand A vs. Hand B - 4

Detailed Relationships in "Game_Rules.pdf"

A Category is Species	→	B Category is Trait or B is Mutation or Human
	→	B Category is Effect (Not Mutation or Human)
	→	B Category is Species and A Hunting Level > B Hunting Level
	→	B Category is Species and A Hunting Level = B Hunting Level and A Hunting Point > B Hunting Point
	→	Other Cases

A Beats B

A Mutates B

A Does not Affect B

Run Time Checks – Hand A vs. Hand B - 5

Detailed Relationships in "Game_Rules.pdf"

A Category is Effect

A is Mutation or Human and B Has Mutant

A is Mutation or Human and B Does Not Have Mutant

B Traits Do not Meet Requirements

A Beats B

A Mutates B

A Does not Affect B

Card Object Life

Drawn

Duplicated from Card Template	Textured According to EVO	Made Draggable

Dragged and Dropped to Slot (Legal)

Modify Slot Content with EVO Info	Destroyed

Played

Duplicated from Card Template	Textured According to EVO	Made Un-Draggable