@startuml

class Player {

+ int Id

+ string UserName

+ string Login(string UserName)

+ bool Register(string UserName)

}

class Card {

+ int Id

+ string Serial

+ string Imagen

+ Int Avarage

+ int Magic

+ int Health

+ int Speed

+ int Strength

+ int Stamina

+ int Defense

+ List GetAll ()

+ Object GetById (int id)

+ Object Create (Card card)

+ bool Update (Card card)

}

class Playroom{

+ int Id

+ int Code

+ string Name

+ int Roud

+ int MaxPlayers

+ bool Status

+ bool Join (int code)

+ Object Create (Playroom playroom)

+ List GetAll ()

+ bool UpdateState(int id ,bool status)

}

class Game{

+ int Id

+ int PlayerId

+ int SalaId

+ int Points

+ List GetAllPlayersBySalaId (int SalaId)

+ List GetAllByPlayerId(int playerId)

+ List Start ()

}

class Deck{

+ int Id

+ int GameId

+ int CardId

+ bool AddCard (int GameId, int CardId)

+ bool SubtractCard (int GameId, int CardId)

+ List GetAllDeckByGameId (int GameId)

}

Player --\* Game

Playroom --\* Game

Game --\* Deck

Card --\* Deck

@enduml

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