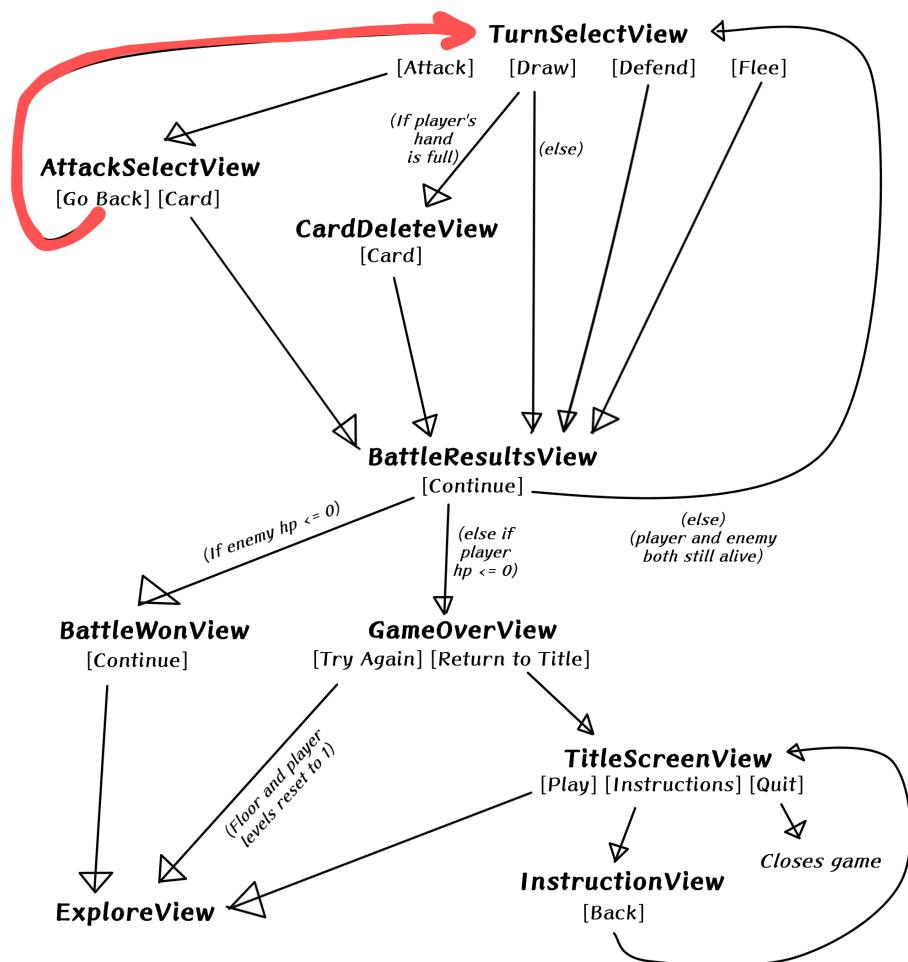


**Input Data:** None

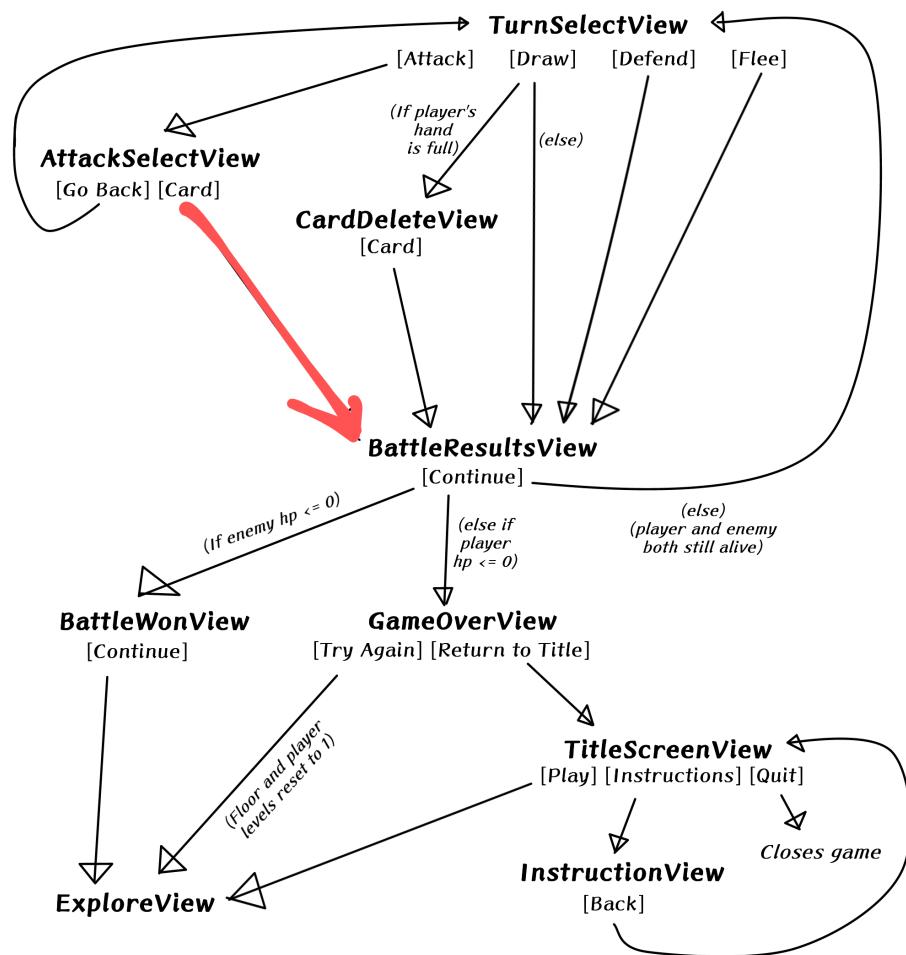
Gets the cards the Player has in their hand and presents them in AttackSelectView

---



No input or output data, just goes back to the TurnSelectView with no changes

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**Input Data:** The value and suit of the card the Player chose

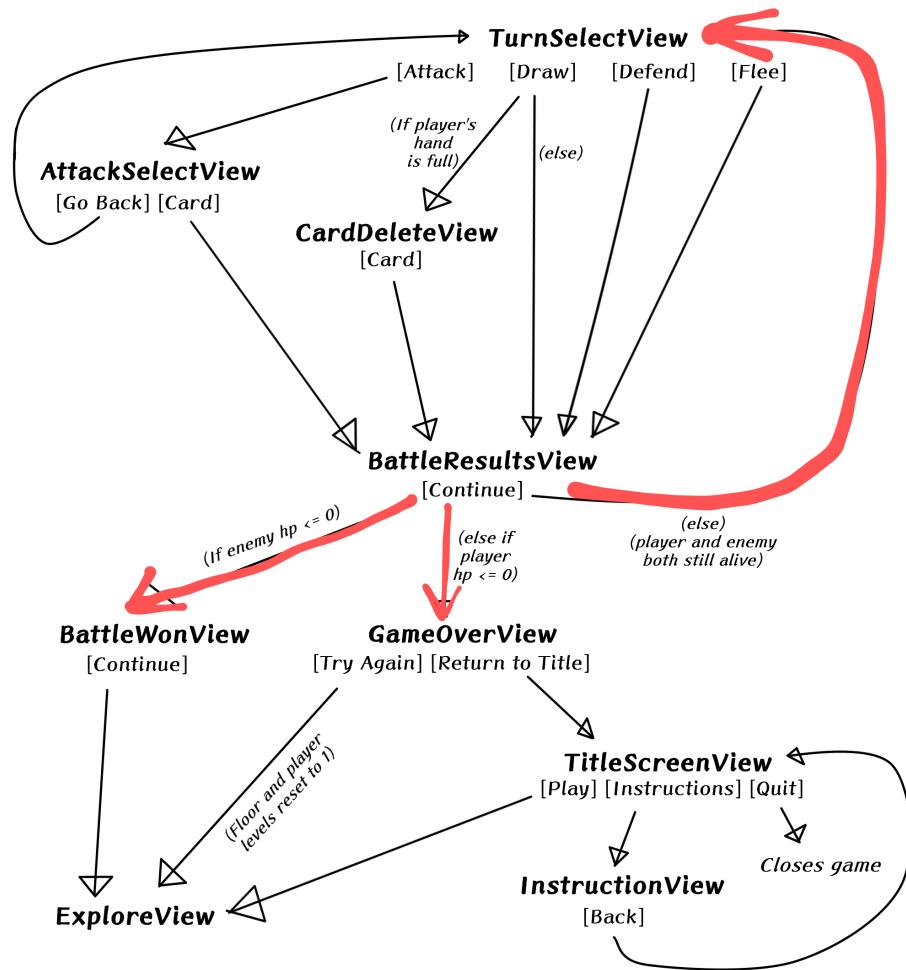
First, calls methods to cause the enemy to make a random action.

Then, damage is calculated for *both* the Player and the Enemy, based on the actions they both took.

Player and Enemy health is adjusted accordingly. (Though the player does not see the enemy's health)

The card the Player used is removed from their hand and added to the Discard pile. If the Enemy attacked, the card it used is removed from its hand and added to the Discard pile.

The two actions the Characters took this turn are then displayed in **AttackSelectView**.



**Input Data:** None

Enemy and Player health is evaluated, in order to determine whether the battle will continue for another turn.

Enemy health is checked first, as a kindness to the player. If the Enemy is defeated, it will count as a win, even if the Player was also defeated in that same turn.

**Case 1:** The Enemy was defeated. If the Player was also defeated in that turn, set their current health to 1.

Exp is awarded to the Player. If they have earned enough exp, they will level up. If they have levelled up and reached a specific level, they may gain additional perks besides the standard stat increases. Updates Player's attributes accordingly.

All of this info is shown in the BattleWonView.

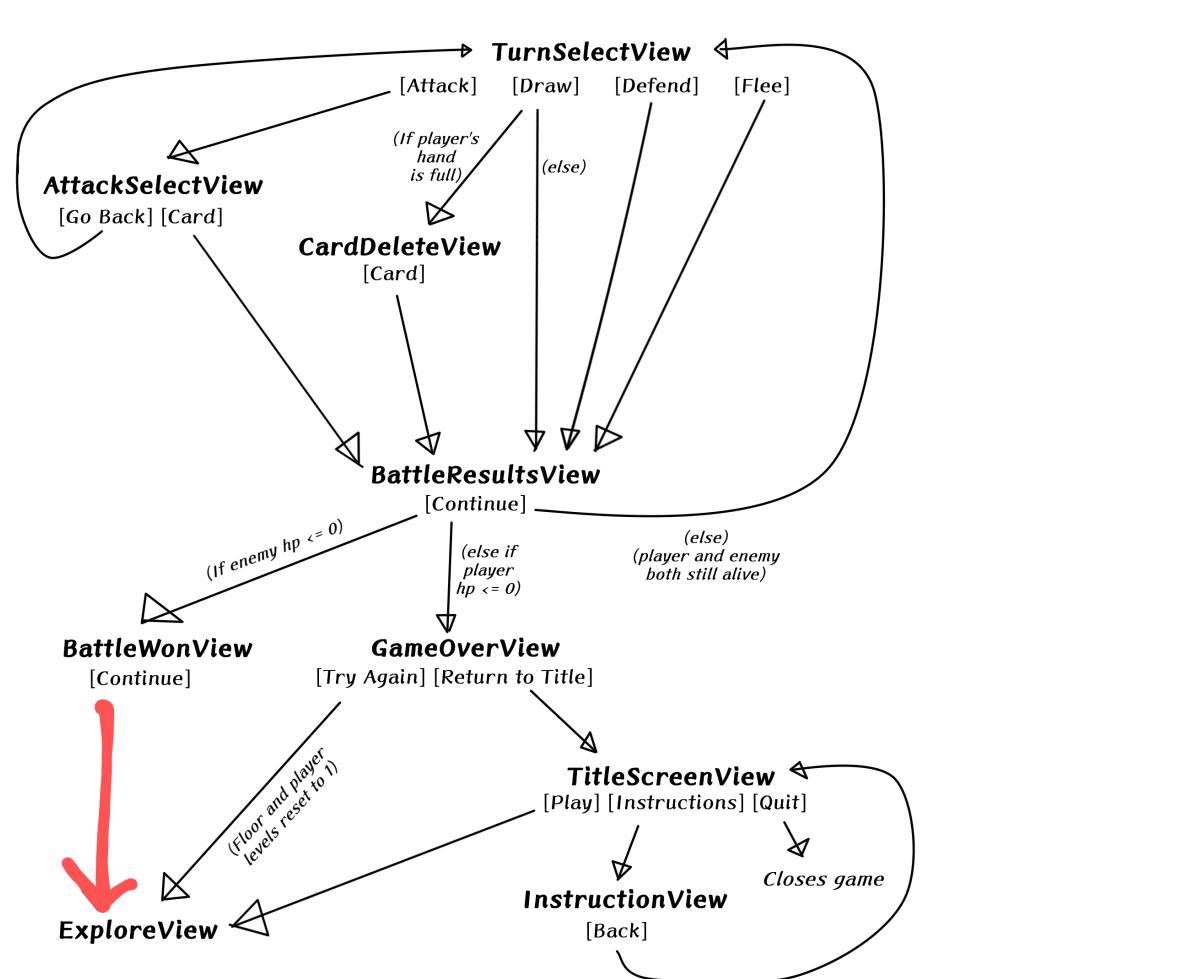
All cards are shuffled back into the deck. (Except for maybe the Player's hand? We'll see)

**Case 2:** The Enemy is still alive, but the Player has been defeated. The Player's level and the Floor level they managed to reach is saved in a "High Scores" file, and then all save file data for this playthrough is deleted.

All cards and the deck are deleted.

The Player's level and the Floor Level they reached are displayed in the GameOverView

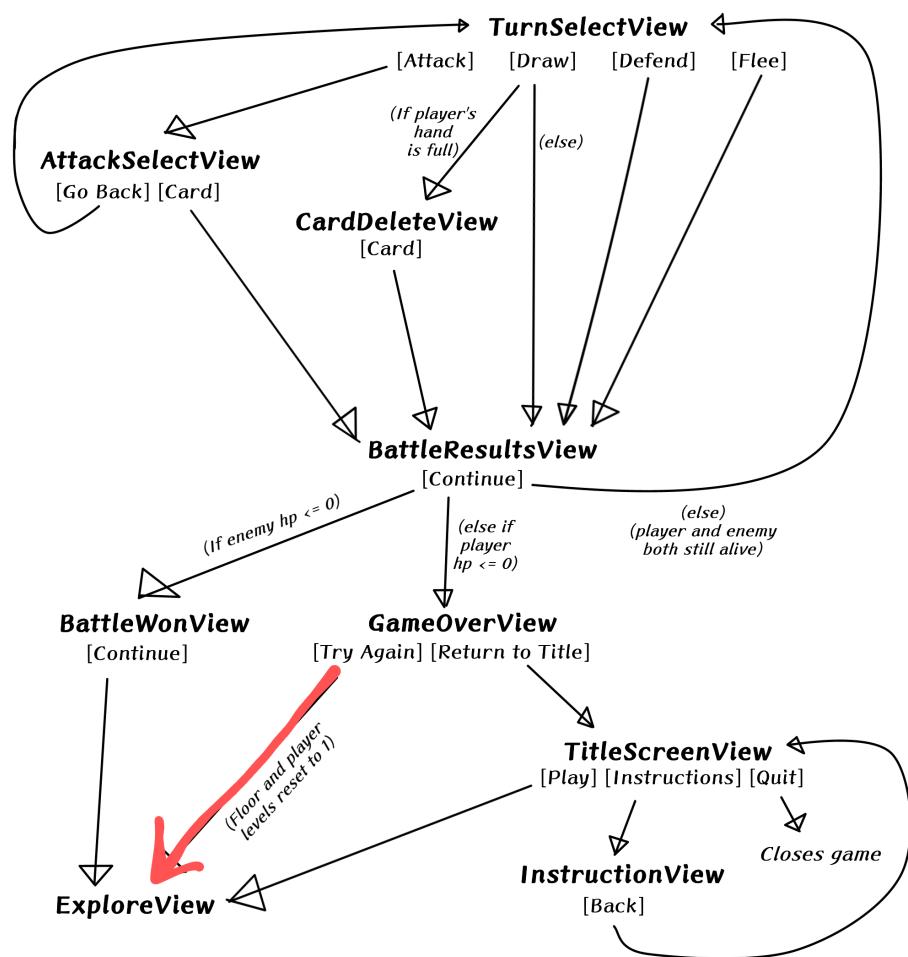
**Case 3:** Both the Enemy and Player are still alive. Moves back to the TurnSelectView to begin another turn.



**Input Data:** None(?)

Searches the database for the Floor the Player was on and the room they were in, and goes back to the ExploreView.

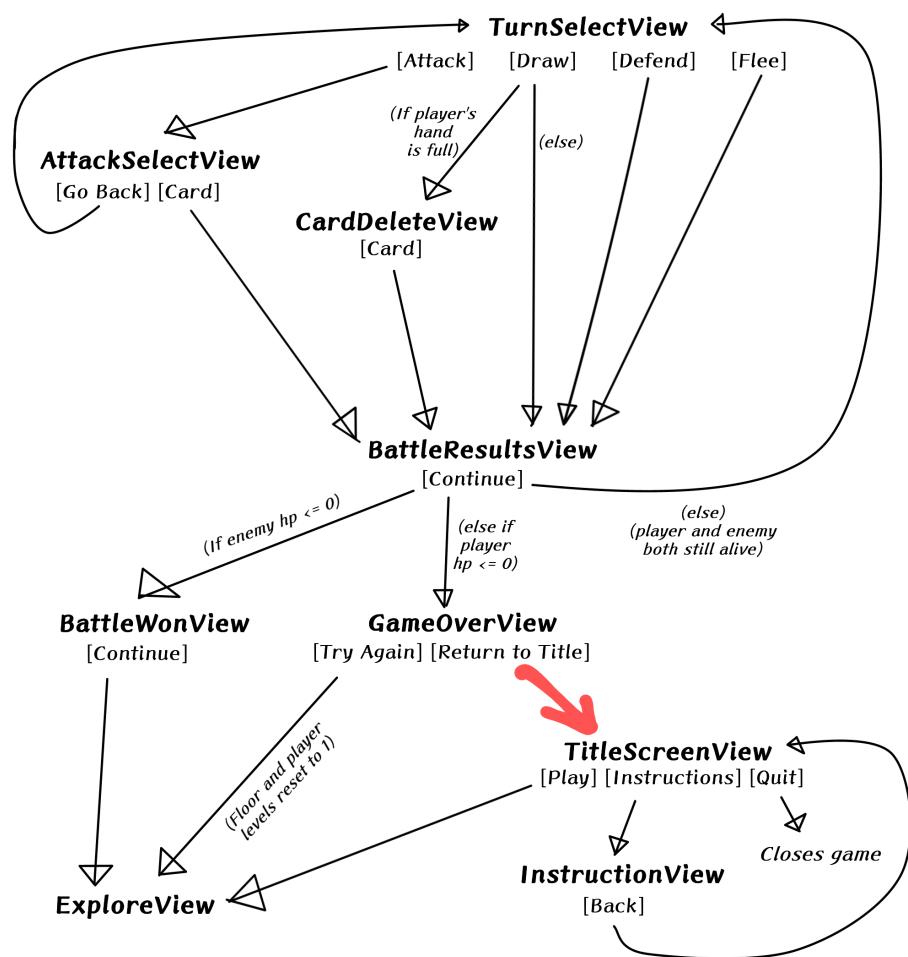
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**Input Data:** None

Starts a completely new game. Generates a new Floor, creates a new Player at level 1 with an empty inventory, and sets the Floor level to 1.

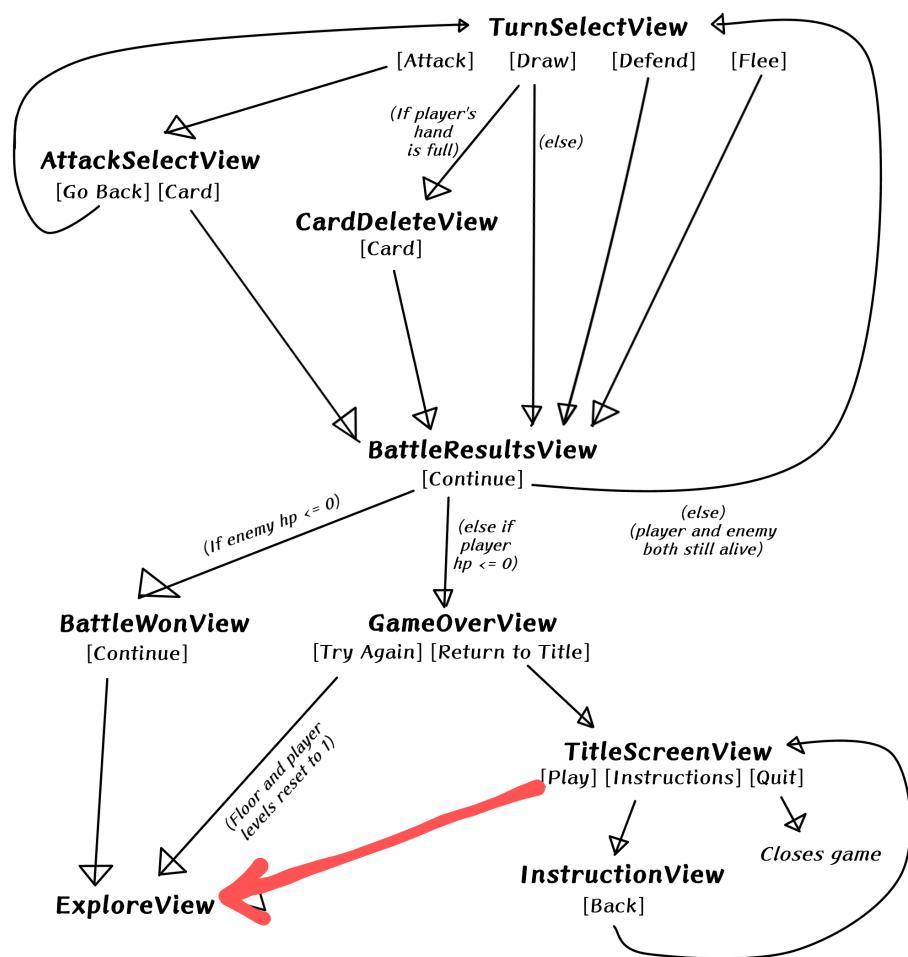
---



**Input Data:** None

No output data. Moves to the game's Title Screen.

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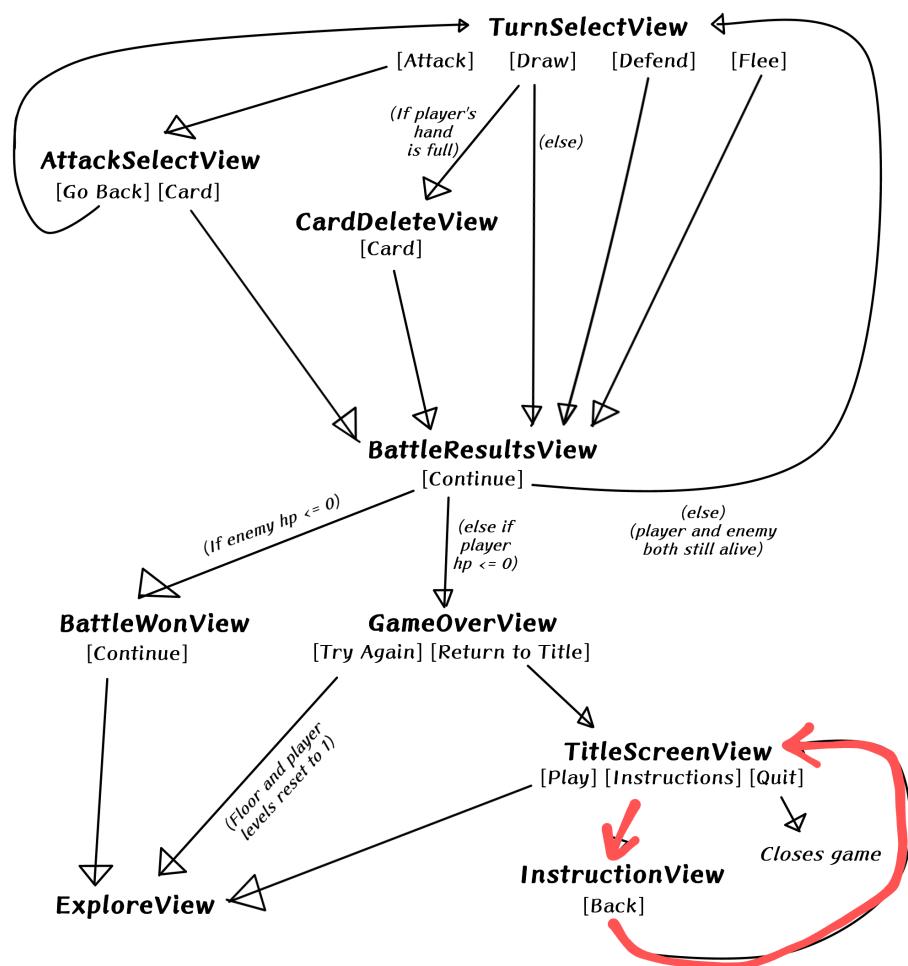


**Input Data:** None

First, checks for save data from an unfinished playthrough. If it finds any, it resumes the game from the Floor and Room the player was previously in. (Maybe?)

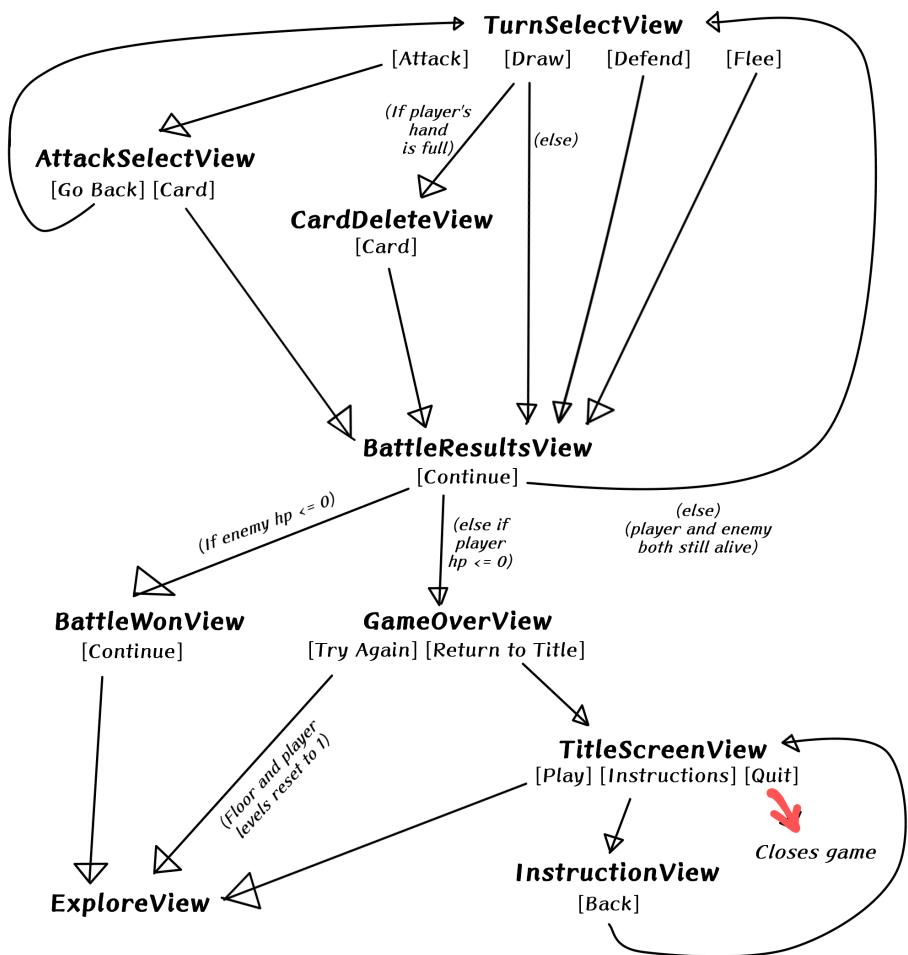
Otherwise, it starts a completely new game. Generates a new Floor, creates a new Player at level 1 with an empty inventory, and sets the Floor level to 1.

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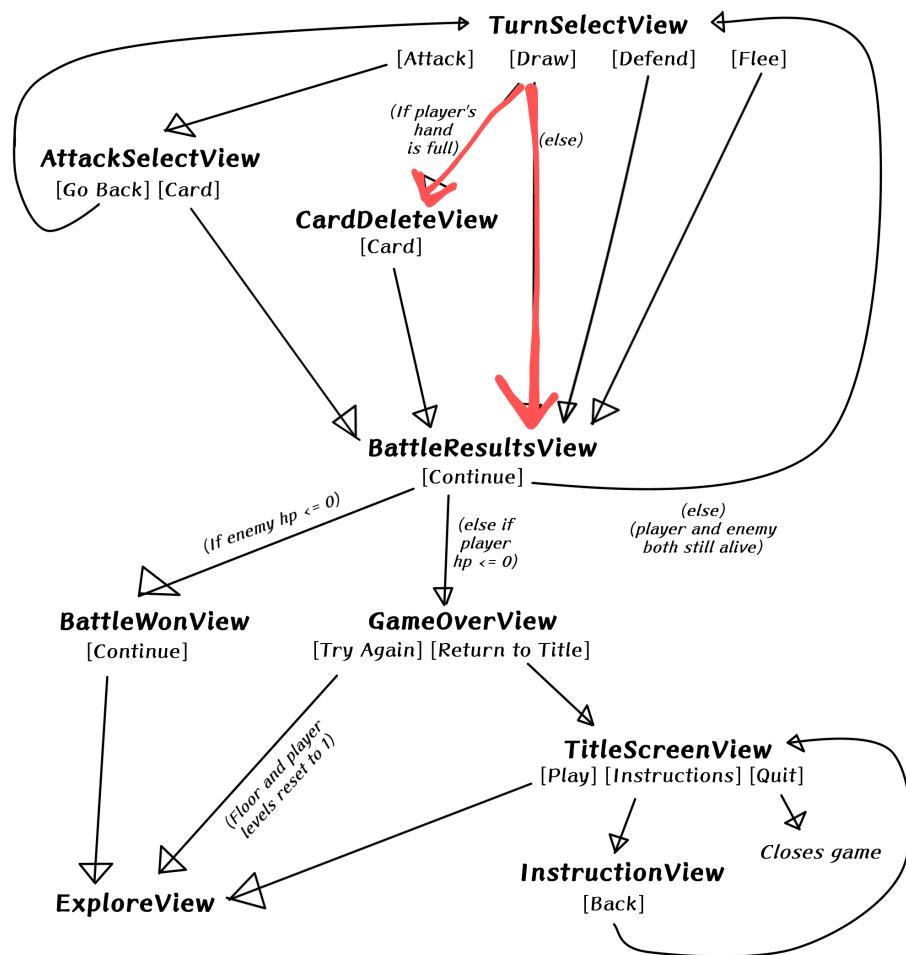
No input or output data, just swaps between the TitleScreenView and the InstructionView with no changes.

Maybe the instructions should be a JOptionPane.showMessageDialog() (like what we did for showing the cleared users in week5ca) instead of being its own new view?



## **Input Data: None**

Closes the game. May not be necessary to include?



**Input Data:** None

Draws a card from the deck and adds it to the Player's hand.

Checks if the Player has more cards in their hand than they are allowed to carry.

**Case 1:** The Player has too many cards.

Gets the cards the Player has in their hand and presents them in CardDeleteView

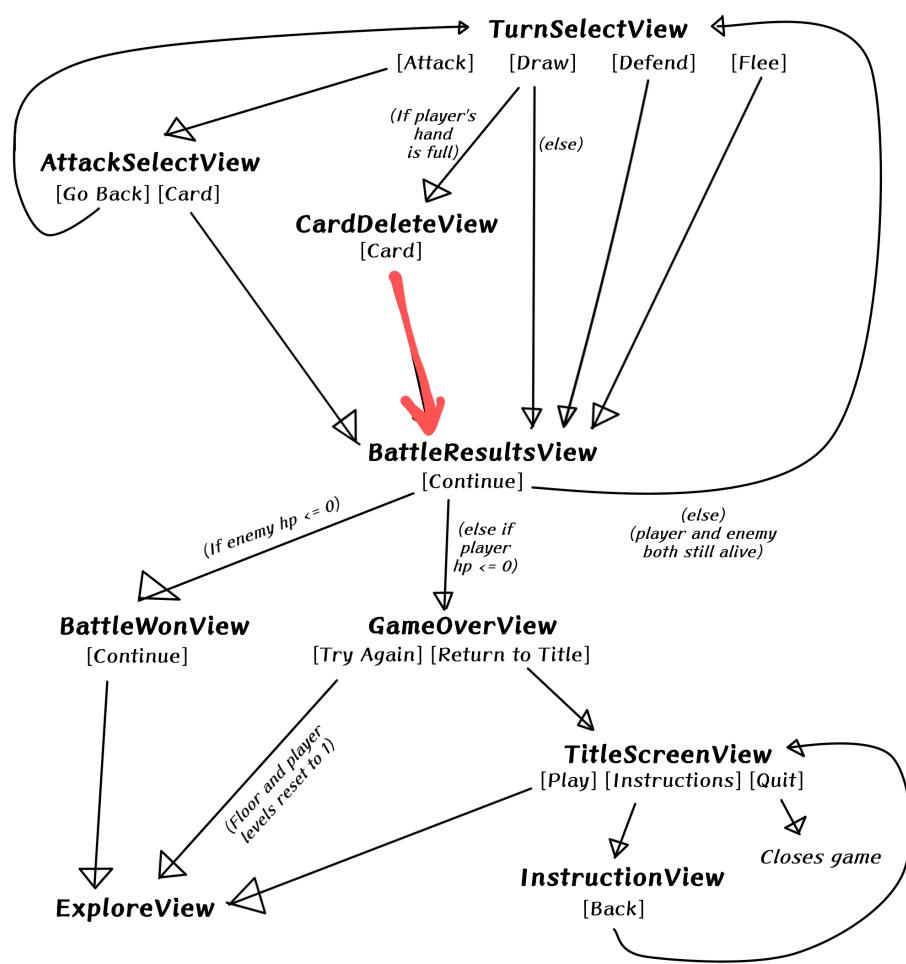
**Case 2:** Otherwise, same as the arrow from AttackSelectView to BattleResultsView (mostly):

First, calls methods to cause the enemy to make a random action.

Then, the damage dealt to the Player is calculated based on the action the Enemy took. Player health is adjusted accordingly, if needed.

If the Enemy attacked, the card it used is removed from its hand and added to the Discard pile.

The two actions the Characters took this turn are then displayed in AttackSelectView.



**Input Data:** Chosen card

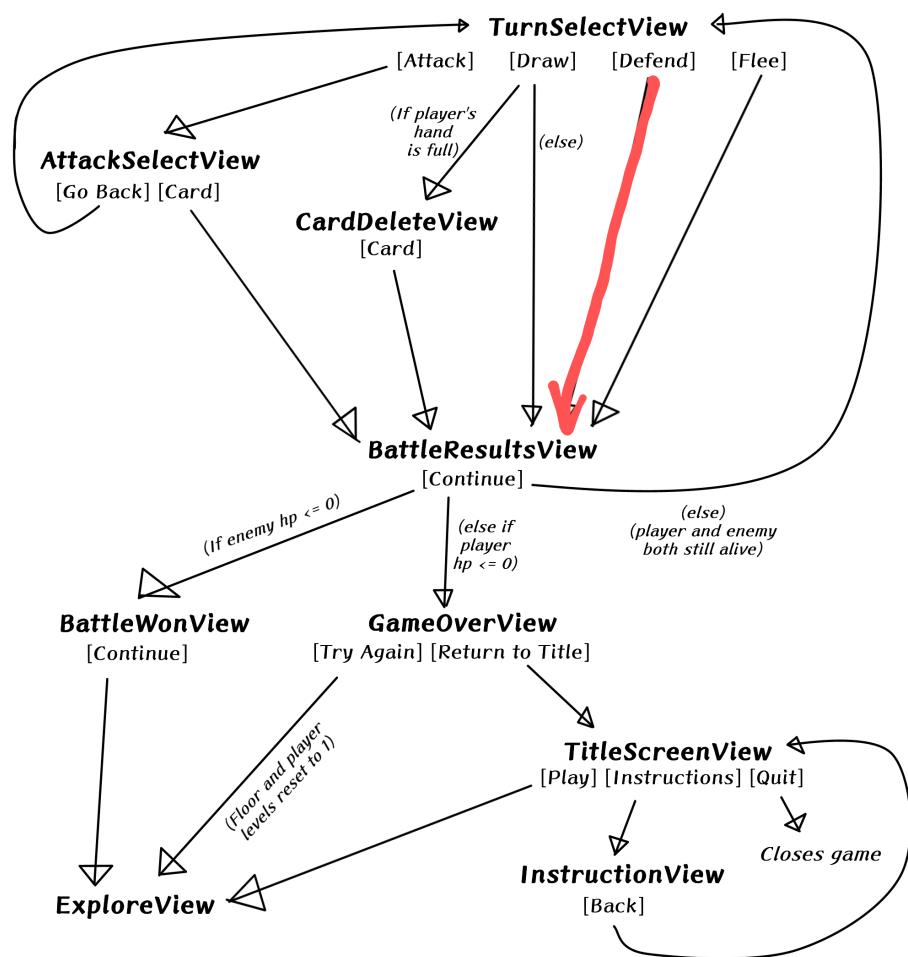
Removes the chosen card from the Player's hand and adds it to the Discard pile.

Then calls methods to cause the enemy to make a random action.

The damage dealt to the Player (if any) is calculated based on the action the Enemy took. Player health is adjusted accordingly, if needed.

If the Enemy attacked, the card it used is removed from its hand and added to the Discard pile.

The two actions the Characters took this turn are then displayed in **AttackSelectView**.



**Input Data:** None

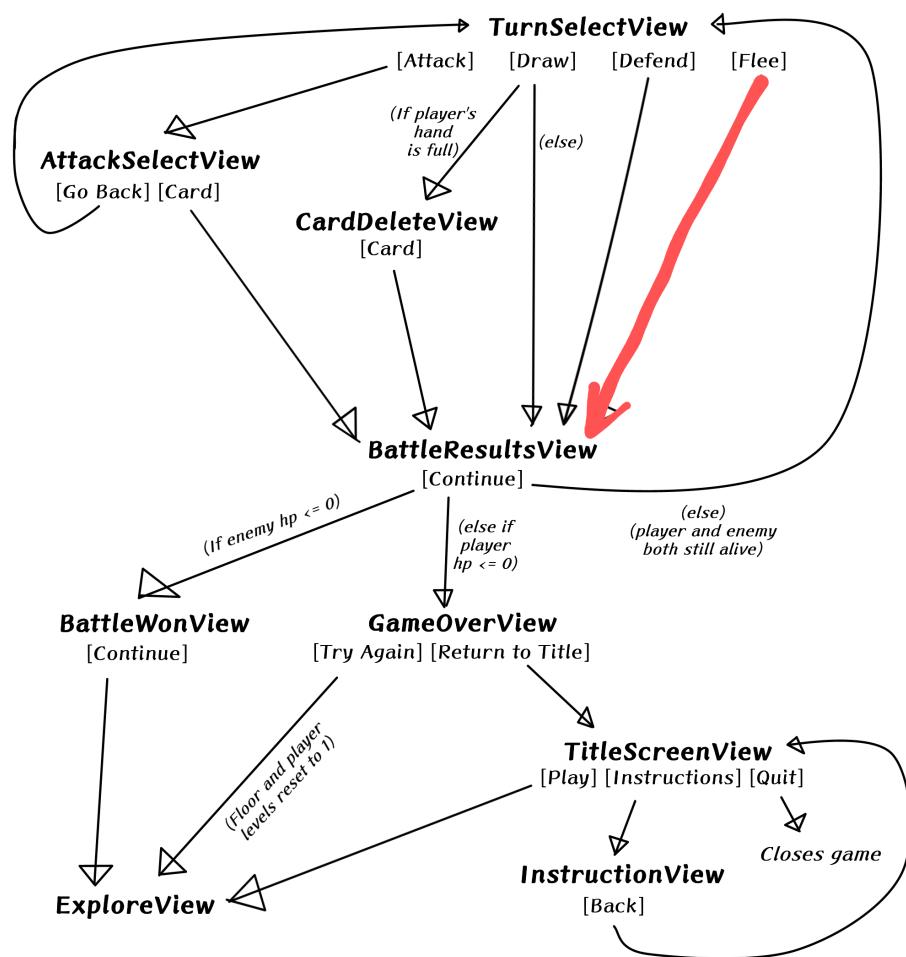
First, calls methods to cause the enemy to make a random action.

Then, damage is calculated for *both* the Player and the Enemy, based on the actions they both took.

If the Enemy attacked, the Player takes less damage than it usually would. Player health is adjusted accordingly, if needed.

If the Enemy attacked, the card it used is removed from its hand and added to the Discard pile.

The two actions the Characters took this turn are then displayed in **AttackSelectView**.



**Input Data:** None

Player attempts to flee.

If they succeed, the Enemy's health is automatically set to 0 and the Enemy does not act. However, the Enemy is also set to not give exp for this battle.

Otherwise, if the Player fails to flee, calls methods to cause the enemy to make a random action.

The damage dealt to the Player (if any) is calculated based on the action the Enemy took. Player health is adjusted accordingly, if needed.

If the Enemy attacked, the card it used is removed from its hand and added to the Discard pile.

All actions taken this turn are then displayed in AttackSelectView.