## Card Crawler Class Diagram

## Main

- + alive: boolean
- +firstTime: boolean
- + plyrStats: int[]
- + scan: Scanner
- + dir: Strina
- + file: File
- + displayMain: void
- + combat(Card, Random): void
- +mouseDragged(): void
- + cardLeft(): void
- + cardRight(): void
- + readProgress(dir): void
- + saveProgress(dir): void

## Card

- + cardName: String
- + cardLeft: String
- + cardRight: String
- + eStats: int[]
- + chest: boolean
- + peaceful: boolean
- + displayCard(name, left, right,
- eStats, chest, boolean): void
- + pickCard(Random): void
- + pickName(EnemyNames.txt): void
- + enemyDetailer(type): int[]
- + roomDetailer(chest): void
- + saveCard(): void

GameProgress.txt
Behavior: If not found by
program, create file and set
boolean "firstTime" true.
Saves plyrStats in a comma
seperated list

EnemyNames.txt
Behavior: Once card type has been picked, it will select one of 5 names that belong to that enemy.
Entire document has 30 names in a comma seperated list

CurrentCard.txt
Behavior: saves Name, cardLeft,
cardRight, peaceful and eStats[] if
the card is not peaceful