

- To run the code run the view class.

- 1. How to select the two heroes.

We press the start button on the main screen then click with the mouse on one of the pictures of heroes and click on Pick to choose the first hero, then repeat the same to choose the second hero, then the game starts automatically.

- 2. How the current hero plays a minion.

In the current hero's turn, we click on the minion card that we want to summon from the hand of this hero.

- 3. How the current hero casts all types of spells (hero target, minion target etc.).

Hero target spell: We click on the spell in our hand then on the target hero's portray

Minion target spell: We click on the spell in our hand then on the target minion

AOE spell: We click on the spell card in our hand

Field spell: We click on the spell card in our hand

Leeching spell: We click on the spell in our hand then on the target minion

- 4. How the current hero uses his minions to attack the opponent's minion.

We click on the minion whom we want to attack with from our field, then we press on the minion we want to attack from our opponent's field.

- 5. How to end the turn.

We click on the yellow end turn button on the right.

- 6. Specify the screen orientation (whether the current hero hand and field is at a fixed half i.e. top/button or each hero has a fixed half).

Each hero has a fixed half.

- 7. Any other details that might be specific to your own implementation.

1- Cards have gems in their center, each gem describes the rarity of the card;

White gem: Basic

Blue gem : Rare

Purple gem: Epic

Yellow gem: Legendary

2- On the field sleeping minions are indicated by a ZZZ sign above them therefore charge minions lack those, minions with divine shield have a yellow aura around them and taunt minions have a unique shield shape.

3- while the details of each minion are written on his card hovering over a minion on the field will show you its card again on the left side of the window while hovering on the hero will show his name.

4- Burned cards are shown on the right side of the window.