Hand

- cards: List<Card>

+ getHand(): List<Card>
+ addCardToHand(Deck deck, Card card): void
+ getHandSize(List<Card> cards): int
+ drawHand(Deck deck): List<Card>
+ showCards(): List<Card> cards
+ playCard(Card card): void
+ setCard(Card card): void

Card (Abstract Class)

+ name: String
+ serialId: String
+ image: Image
+ description: String

Basic Getters/Setters

Deck

- cards: List<Card>

+ getDeck: List<Card>
+ drawCard(): Card
+ getDeckSize(): int

TrapCard impl. Effect

+ Type: Enum

Getters/Setters

Extends

MagicCard impl. Effect

+ Type: Enum

Getters/Setters

Extends

MonsterCard

- attackPoints: int
- defensePoints: int
- Element: Enum
- ElementalType: Enum
- MonsterLevel: int

Getters/Setters

Extends

Player

- lifePoints: int
- Hand: Hand
- CardDeck: Deck
- GraveYard: Deck
- Secondary Deck: Deck

Getters/Setters

FusionMonsterCard impl. Effect

+ monstersRequired: List<Monster>

Getters/Setters

Extends

EffectMonster impl. Effect

+ hasFlipEffect: boolean
+ cardEffect: Effect

+ executeEffect(): void

Extends

GameBoard

- PlayerOneBoard: Map<String,Object>
- PlayerTwoBoard: Map<String,Object>
- fieldCard: Card

Getters/Setters

Game

- PlayerOne: Player
- PlayerTwo: Player
- GameBoard: GameBoard

+ method(type): type