HearthStone MileStone 3 Instructions

1. **How to select the two heroes.**
   1. Run the Project from the Class Start Screen
   2. Press on the HearthStone logo
   3. Choose a Hero for each Player from the two Lists
   4. Write the Name for each Player in the Text Fields
   5. Then Press Start Game
2. **How the current Hero plays a minion:**

Each Button in the bottom section of the game represent a Minion in the Hero’s Hand, Press the Minion’s Button you want to play.

1. **How the current hero casts all types of spells:** 
   1. **Hero Target Spell, AOE Spell:** Will trigger automatically once the Button is pressed
   2. **Minion Target Spell, Leeching Spell:** Will trigger automatically once a minion is selected and button pressed
   3. **Both Minion Target and Hero Target:** If a Minion is selected the Spell will have an effect on the Minion, otherwise it will have an effect on a Hero.
2. **How the current hero uses his minions to attack the opponent’s minion:**
   1. Play the Minion from the hero’s Hand.
   2. Click on it from the field a Green Highlight will be shown indicating that it have been selected
   3. Click on the Opponent’s minion and they will attack each other  
      **NOTE:** Choosing the Opponent’s minion first and then the Current Hero Minion is valid.
3. **How to end the turn:**Press on the End Turn Button on the bottom right
4. **Specify the screen orientation:**

The Screen is split into two halves each Hero own a half. The Hero’s Panel is split into two halves a half for the hand (only for the current Hero) and the Hero’s Status (Name, Health, Current Mana Crystals, etc.) and the other half is for the Hero’s field.

1. **Any other details that might be specific to your own implementation:**