

Card
Consumable
Effect
Image
Type ENUM
AttackCard
CreatureCard
CreatureCard

AttackCard
Extends Card
Attack Power
Card

CreatureCard
Extends Card
Max Health
Health
Card
Creature

StatusCard
Extends Card
Effect
Card

Creature
Name
Damage
Health
Health Status
CreatureCard
Card

Player
Health
Current Hand
Player Deck
Health Status
DiscardPile
PlayerHand
PlayerDeck
Health Status

Battle Manager
Player
Enemy Creature
Victory Status
Summoned Creatures
Current Effects
Player
Creature

Effects
Type ENUM
Animation
Card
Card Pile

Battle Manager
- Player: Player - Enemy Creature: Creature - Victory Status: Boolean
+ startBattle(): void + checkVictory(): boolean + updateBattleState(): void

Player
- currentHealth: int - isAlive: boolean - currentHand: ArrayList<Card> - playerDeck: ArrayQueue<Card> - summonedCreatures: List<Creature>
+ Player(maxHealth: int) + givePlayerCards(cardDeck: ArrayList<Card>): void + discardCard(usedCard: Card): void + drawCard(): Card + addCardToHand(newCard: Card): void + checkIsAlive(): boolean + getPlayerDeck(): ArrayQueue<Card> + useCard(card: Card): void

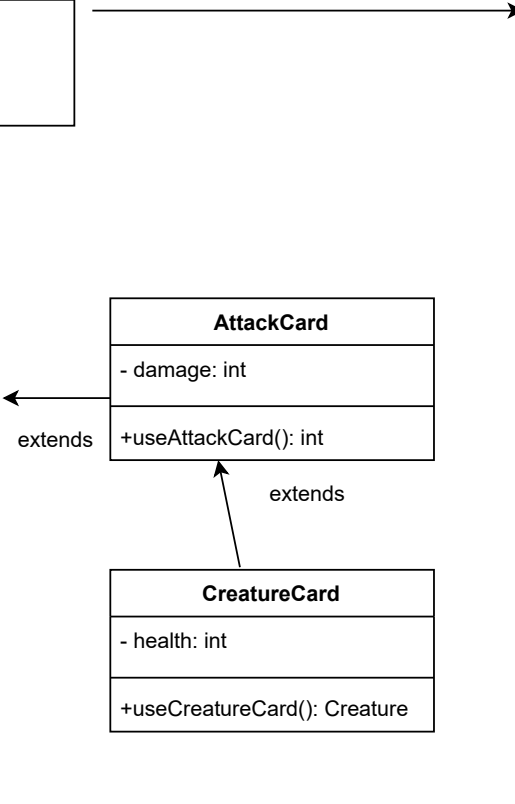
Card
- reusable: boolean - type: enum - String: name - image: String - effect: enum
+ Card(name: String, type: enum, image: String, effect: enum)

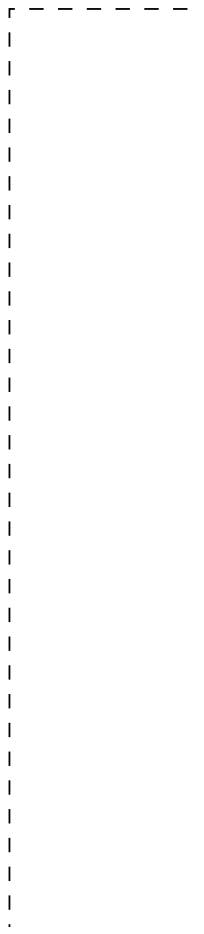
AttackCard
- damage: int
+ useAttackCard(): int

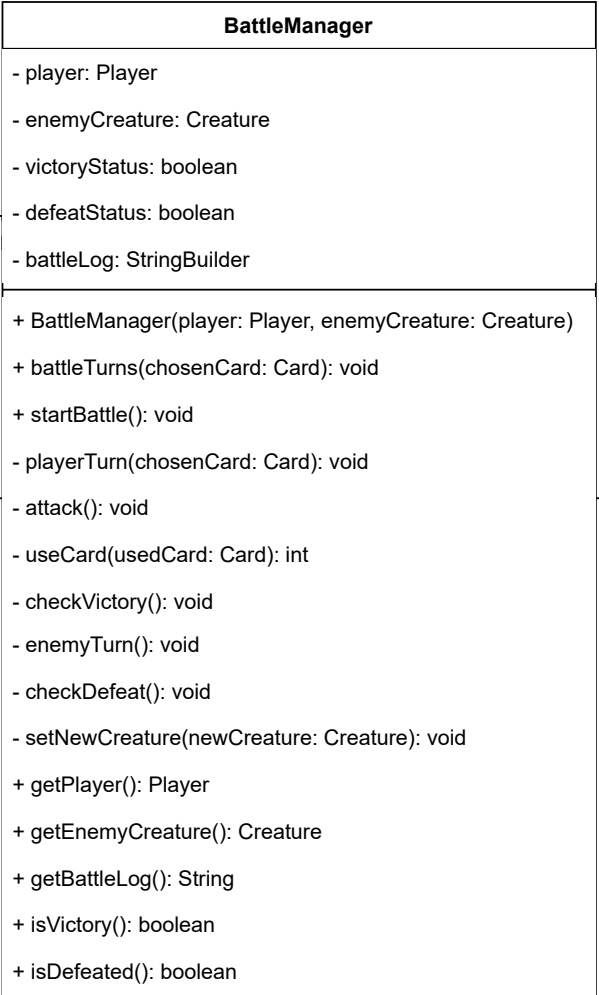
CreatureCard
- health: int
+ useCreatureCard(): Creature

Creature
- name: String - damage: int - currentHealth: int - isAlive: boolean
+ Creature(name: String, damage: int, maxHealth: int)

StatusCard
+ useStatusCard(): void











- name

- image

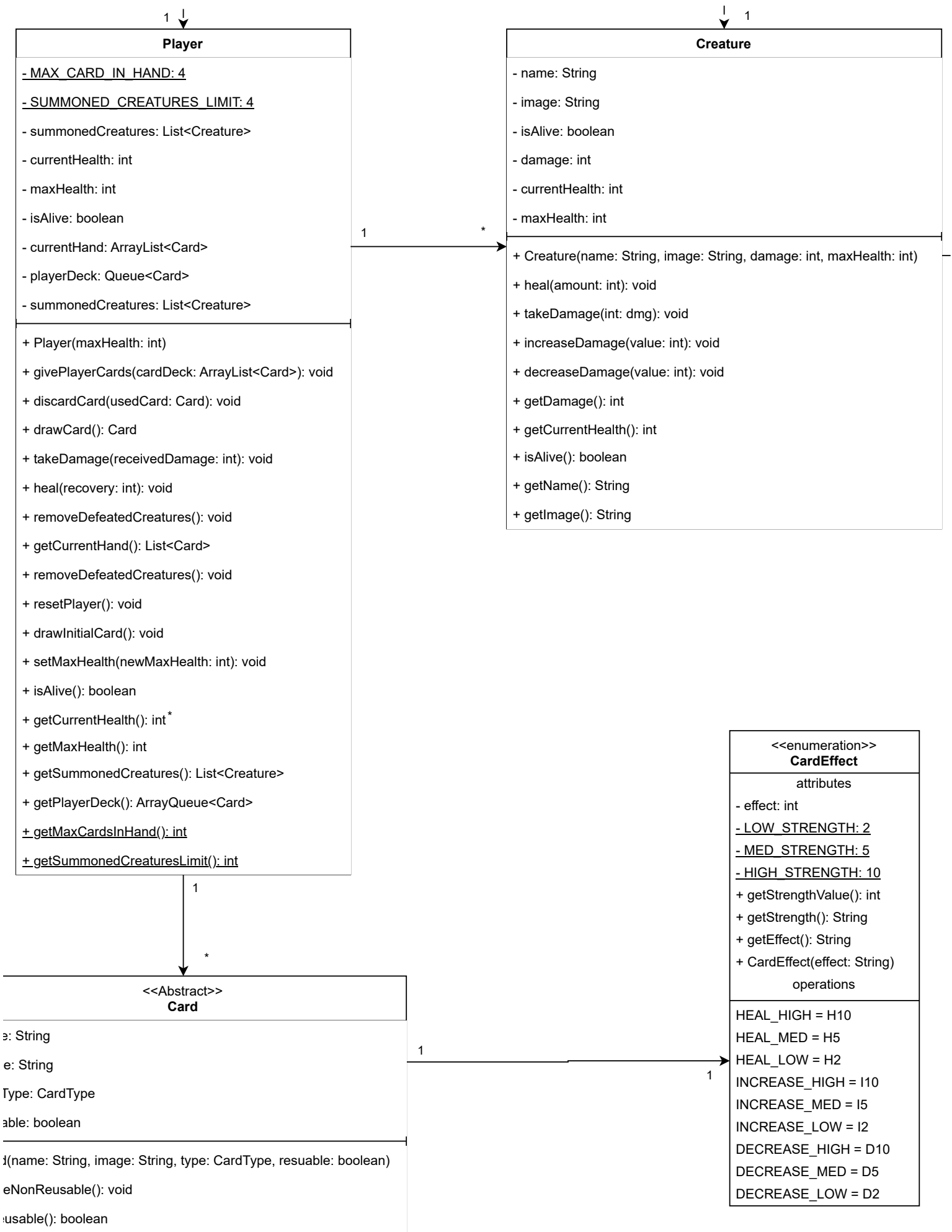
- card1

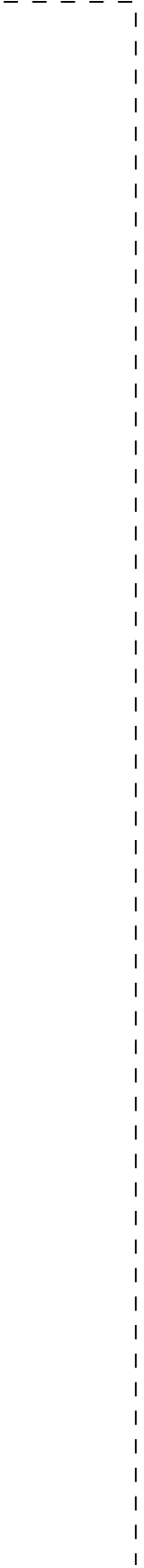
- reuse

+ Card

+ make

+ isRe







+ getT

+ getN

+ getIn

