Card
Consumable
Effect
Image
Type ENUM
AttackCard
CreatureCard
CreatureCard

AttackCard
Extends Card
Attack Power
Card

CreatureCard	\$
Extends Card	Extends
Max Health	Effect
Health	Card
Card	
Creature	

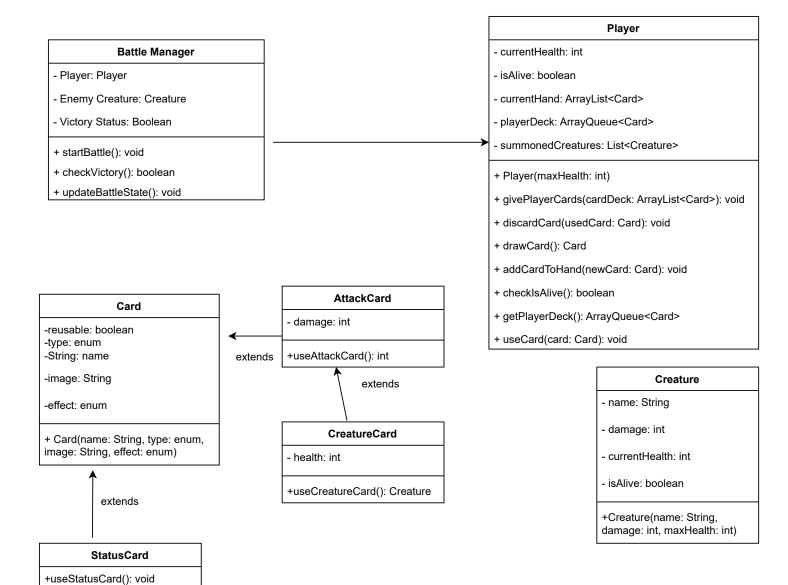
StatusCard
Extends Card
Effect
Card

Creature
Name Damage Health Health Status
CreatureCard
Card

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

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

Effects
Type ENUM
Animation
Card
Card Pile





BattleManager

- player: Player

- enemyCreature: Creature

- victoryStatus: boolean

- defeatStatus: boolean

- battleLog: StringBuilder

+ BattleManager(player: Player, enemyCreature: Creature)

+ battleTurns(chosenCard: Card): void

+ startBattle(): void

- playerTurn(chosenCard: Card): void

- attack(): void

- useCard(usedCard: Card): int

- checkVictory(): void

- enemyTurn(): void

- checkDefeat(): void

- setNewCreature(newCreature: Creature): void

+ getPlayer(): Player

+ getEnemyCreature(): Creature

+ getBattleLog(): String

+ isVictory(): boolean

+ isDefeated(): boolean

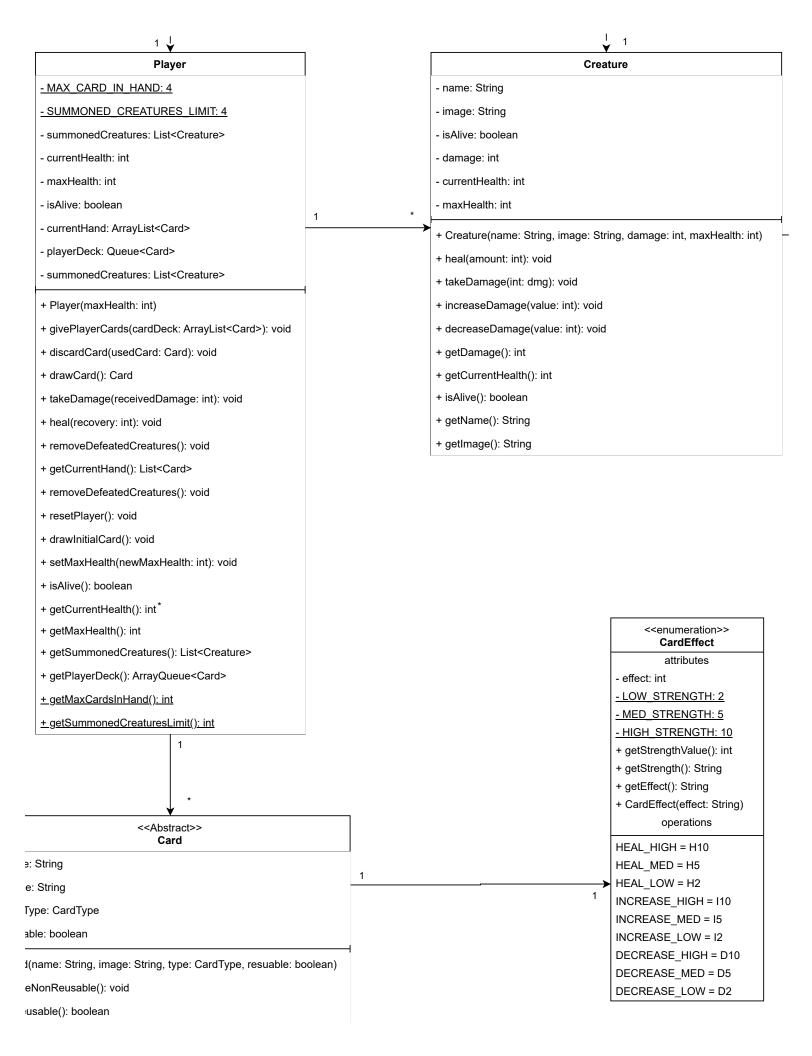
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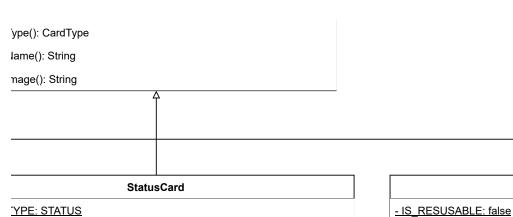
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AttackCard

- IS_RESUSABLE: false
- CARD_TYPE: ATTACK
- damage: int
- + AttackCard(name: String, image: String, damage: int)
- + givePlayerCards(cardDeck: ArrayList<Card>): void
- + useAttackCard(): int
- + getDamage(): int

- CARD_T

- cardEffec
- + StatusCa
- + useStatı
- + applyStr
- + applyMo + applyEff
- + getCardI



ct: CardEffect

ard(name: String, image: String, effect: CardEffect, reusable: boolean)

usCard(creature: Creature): void ongEffect(creature: Creature): void oderateEffect(creature: Creature): void

ect(creature: Creature, upgrade: String, strength: int): void

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Effect(): CardEffect

<<enumeration>> CardEffect

attributes

- effect: int
- LOW_STRENGTH: 2
- MED STRENGTH: 5
- HIGH_STRENGTH: 10

DECREASE_LOW = D2

DECREASE_MED = D5

DECREASE_HIGH = D10

INCREASE LOW = 12

INCREASE_MED = 15

INCREASE_HIGH = I10

 $HEAL_LOW = H2$

HEAL_MED = H5

HEAL_HIGH = H10

operations

- + CardEffect(effect: String)
- + getEffect(): String
- + getStrength(): String
- + getStrengthValue(): int

CreatureCard

- CARD_TYPE: CREATURE

- damage: int

- health: int

+ CreatureCard(name: String, image: String, damage: int, health: int)

+ useCreatureCard(): Creature

+ getDamage(): int

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