

# UML DIAGRAM

## GAME

player 1 : name  
player 2 : name  
winTreshold : 8

init (player1name : String, player2name : String)  
func startGame()  
func playRound()

## PLAYER

name : String  
deck : Deck  
hand : [Card]  
points : Int

init (name : String)  
func draw()  
func earnpoint()  
func playCard()  
func displayHand()

## DECK

cards : [Card]

init()  
func draw() -> Card

## CARD

name : String  
attackvalue : Int  
defense value : Int

init (name : String, attack : int, defense : Int)  
func calculateAttack(opposing card : Card) -> Int

1 player draws from 1 deck

1 deck has 30 cards

1 player has 5 cards

each game has 2 players



# PROTOCOL

## CARD

attackValue: Int {get set}  
defenseValue: Int {get set}  
name: String {get}

description: String {get}

func calculateAttack (againstOpposingCard: Card) -> Int

### struct ChampionCard

attackValue: Int  
defenseValue: Int  
name: String  
description: String

func calculateAttack

### struct DefenseCard

attackValue: Int  
defenseValue: Int  
name: String  
description: String

func calculateAttack

### struct AttackCard

attackValue: Int  
defenseValue: Int  
name: String  
description: String

func calculateAttack

### struct HealingCard

attackValue: Int  
defenseValue: Int  
name: String  
description: String

func calculateAttack

### struct KingCard

attackValue: Int  
defenseValue: Int  
name: String  
description: String

func calculateAttack

### struct QueenCard

attackValue: Int  
defenseValue: Int  
name: String  
description: String

func calculateAttack