GameUI

f	game	Game
f	console	Scanner
f	p1	Player

m	start()	void
m	print_welcome_msg()	void
m	ask_players_names()	ArrayList<String>
m	print_choices()	void
m	getJsonDeck()	void
m	user_choices()	void

DeckUI

f	console	Scanner
f	selected_deck	Deck
f	gUI	GameUI

m	deckToJson(Deck)	void
m	create_deck()	void
m	edit_deck()	void
m	print_deck_actions()	void
m	deck_actions_choices()	void

CardUI

f	console	Scanner
f	dui	DeckUI
f	weakness	ArrayList<Object>
f	resistance	ArrayList<Object>
f	attacks	ArrayList<Attack>

m	choose_type()	void
m	choose_card(Deck)	void
m	update_card(Deck)	void
m	edit_attacks(Card)	void
m	edit_resistance(Card)	void
m	edit_weakness(Card)	void
m	edit_pokemon_card(Card)	void
m	edit_energy_card(EnergyCard)	void
m	delete_card(Deck)	void
m	create_card(Deck)	void
m	create_energy_card(Deck)	void
m	create_pokemon_card(Deck)	void
m	show_all_cards(Deck)	void
m	search_cards(Deck)	void
m	get_cards_by_energy(Deck, String)	void
m	get_cards_by_name(Deck, String)	void

Player

f	name	String
f	decks	ArrayList<Deck>

m	getName()	String
m	setName(String)	void
m	getDecks()	ArrayList<Deck>
m	setDecks(ArrayList<Deck>)	void
m	add_deck(Deck)	void
m	remove_deck(Deck)	void

Deck

f	cards	ArrayList<Card>
f	name	String

m	toString()	String
m	getCards()	ArrayList<Card>
m	setCards(ArrayList<Card>)	void
m	add_card(Card)	void
m	remove_card(Card)	void
m	getName()	String
m	setName(String)	void

Card

f	name	String
f	health_points	int
f	energy_type	String
f	attacks	ArrayList<Attack>
f	weakness	ArrayList<Object>
f	resistance	ArrayList<Object>
f	type	String
f	description	String
f	types	String[]

m	toString()	String
m	getName()	String
m	setName(String)	void
m	getHealth_points()	int
m	setHealth_points(int)	void
m	getEnergy_type()	String
m	setEnergy_type(String)	void
m	getAttacks()	ArrayList<Attack>
m	setAttacks(ArrayList<Attack>)	void
m	getWeakness()	ArrayList<Object>
m	setWeakness(ArrayList<Object>)	void
m	getResistance()	ArrayList<Object>
m	setResistance(ArrayList<Object>)	void
m	getType()	String
m	setType(String)	void
m	getTypes()	String[]
m	getDescription()	String
m	setDescription(String)	void

Attack

f	name	String
f	power	int

m	getName()	String
m	setName(String)	void
m	getPower()	int
m	setPower(int)	void

Pokedeck

m	main(String[])	void

EnergyCard

m	toString()	String

Game

m	initialize(ArrayList<String>)	void
m	play()	void