Woo

String[] images
float[] positions
PImage bg; // background image
float x_offset_drag; // drag variable that makes movement smoother
float y_offset_drag; // drag variable that makes movement smoother
boolean bover = false; // true whenever the mouse is over an image
boolean locked = false; //
PImage[] image1 = new PImage [images.length];
float newx, newy; - // new coordinates of mouse after the dragging
int whichImage; - // which image the mouse is currently over
 	
void setup() -sets up images and positions
void draw() - sets up background, border squares, images
void mousePressed() - changes locked based on bover
void mouseDragged() - draws the reprinting of the moving image, also adds a green border
void mouseReleased() - sets locked back to false when the user stops dragging

Player
- int currentHP // current HP - int maxHP // max HP (so effects won't heal past the max) - int currentMP // current MP a player has this turn - int maxMP // max MP a player has for the game (increases each turn) - ArrayList<Card> monsters // monster cards currently on the board - ArrayList<Card> deck // deck of cards for the user Player() void addMonster // add a monster to the board void incHP // healing player void decHP // player takes damage void incMP // increase maxMP each turn void decMP // decrease currentMP when a card is placed void attackMonster(Card monster, int damage) // player attacks monster with a weapon void attackDir(int damage)

Card

```
PImage picture
String path
int value
enum type
int hp

Card (PImage pikture, String paf)
String toString()
void spellAttack() // spell targeting a monster
void weaponAttack() // weapon attacking a monster
void monsterAttack() // monster attacking a monster
void spellDirAttack() // spell targeting a player
void weaponDirAttack() // weapon attacking a player
void monsterDirAttack() // monster attacking a player
```