WarConstants
-PictureDir: str

Deck

WarConstants Deck -PictureDir : str BackgroundWindow DeckSize : int CardFileNames: str -Width : int GameManager -CardValuesHash : Dictionary -Cards: int -Height: int -DesignedByString: str Shuffle(): bool +PlayerName: str -Left : int +CardStyle : Enum +Deal(): void +CompName: str -Top : int -CardStyleFilenameDict : Dictionary +DeckCount : int -Title : str StandardDeckCount: int +DeckStyle : CardStyle -LogOutputFilepath: str +TurnCount : int +WinnerName: str SetupWindow GameWindow -Title: QLabel -CompNameLabel : QLabel VictoryWindow -PlayerNameLabel : QLabel -PlayerNameLabel : QLabel DataLogger -PlayerNameInputBox : QLineEdit -PlayAgainButton : QPushButton -TurnLabel : QLabel -ComputerNameLabel : QLabel +LogOutputPath: str -QuitButton : QPushButton -TurnCount : int ComputerNameInputBox : QLineEdit -WinnerNameLabel : QLabel +GetCurrentTime(): str -CompScore: int -StartButton : QPushButton TrophyLabel : QLabel +OutputsMessage() -PlayerScore: int -DeckCountLabel : QLabel -DesignedByLabel: QLabel -CompScoreLabel : QLabel -DeckCountInputBox : QLineEdit +PlayAgainSlot(): void -PlayerScoreLabel: QLabel -DeckColorLabel : QLabel +QuitSlot(): void -AutocompleteButton : QPushButton -DeckColorInputBox : QComboBox -CompCardLabel : QLabel -DeckColorQLabel : QLabel -PlayerCardLabel : QLabel -DeckColorPixmap: QPixmap -DesignedByLabel: QLabel -DesignedByLabel : QLabel -GameMan : GameManager -BackgroundQLabel: QLabel -ContinueLabel : QLabel -BackgroundPixmap: QPixmap -DataLogger : DataLogger -Begin : bool +Setup() -GameMan : GameManager +Update() -Deck : Deck DrawGraphics() +CheckDeckSize(): int +RunAutoComplete() +Setup(): void +EndGameSlot() +Update(): void +ContinueSlot() +Draw() : void +CheckWinner() BeginTrigger(): void +War() +CardCompare(): void

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