

Unit card

+ Const {
int strength
int ability
int type
bool isHero

- int CurrentStrength

+ UnitCard(int, int, int, bool, String, int)

+ getStrength() void

+ setStrength(int) void

Special card

+ Const int effect

+ SpecialCard(int, String)

Abstract Card

+ Const bool isUnit

+ Const String name

+ Card(bool, String)

BoardRow

+ Card Cardlist (15) - bool buffed
+ int rowPosition - bool debuffed
+ applyModifier(int)
+ BoardRow(int)
- void debuff()
- void Buff()

Board

BoardRow playerOneRows[3]
BoardRow playerTwoRows[3]
Card playerOneDeck[24]
Card playerTwoDeck[24]
Card playerOneHand[15]
Card playerTwoHand[15]
Card playerOneDiscard[24]
Card playerTwoDiscard[24]
+ int p1Points
+ int p2Points
+ int p1TotalStrength
+ int p2TotalStrength
+ int boardMod
+ bool turn

+ Board() void
+ PlayCard() bool
+ StartGame() void
+ StartRound() void
+ endofRound() void
+ endofGame() void
+ PrintBoard() void