### Program Features

Only one user?

Use cases:

* Search for cards (using name, cost, class, etc.)
* Make deck
* Delete deck
* Edit deck
  + Choose class
  + Choose hero
  + Add card to deck
  + Remove card from deck
* Make deck from text file
* Generate random deck
* Get deck statistics (mana curve, average mana cost, number of minions, number of spells, etc.)

### Entities

Cards

* card\_key (unique key)
* card\_name (string)
* card\_cost (int)
* card\_rarity (string)
* card\_type (string)

Minions

* minion\_cardkey (matches card\_key)
* minion\_attack (int)
* minion\_health (int)
* minion\_text (string)

Spells

* spell\_cardkey (matches card\_key)
* spell\_text (string)

Weapons

* weapon\_cardkey (matches card\_key)
* weapon\_attack (int)
* weapon\_durability (int)
* weapon\_text (string)

Classes

* class\_key (unique key)
* class\_name (string)

ClassCards

* cc\_cardkey (matches card\_key)
* cc\_classkey (matches class\_key)

Heroes

* hero\_classkey (matches class\_key)
* hero\_name (string)
* hero\_power\_cost (int)
* hero\_power\_text (string)

### Relationships

Cards - Minions (one to one)

Cards - Spells (one to one)

Cards - Weapons (one to one)

Cards - ClassCards (many to many)

Classes - ClassCards (many to many)

Classes - Heroes (one to many)