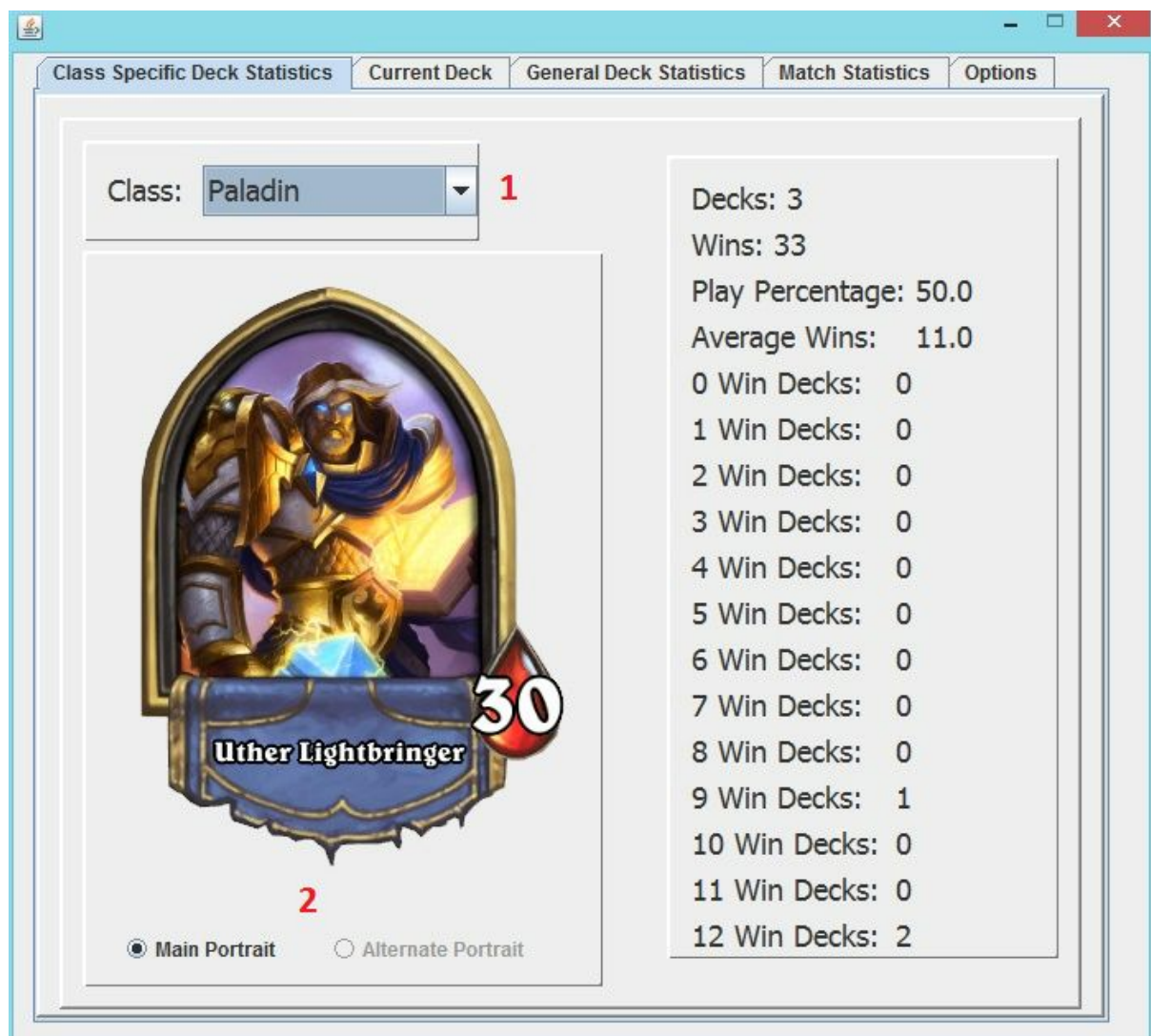


# Instructions

NOTE: The statistics update only after finishing an arena run, so the statistics will not update after adding a new match.

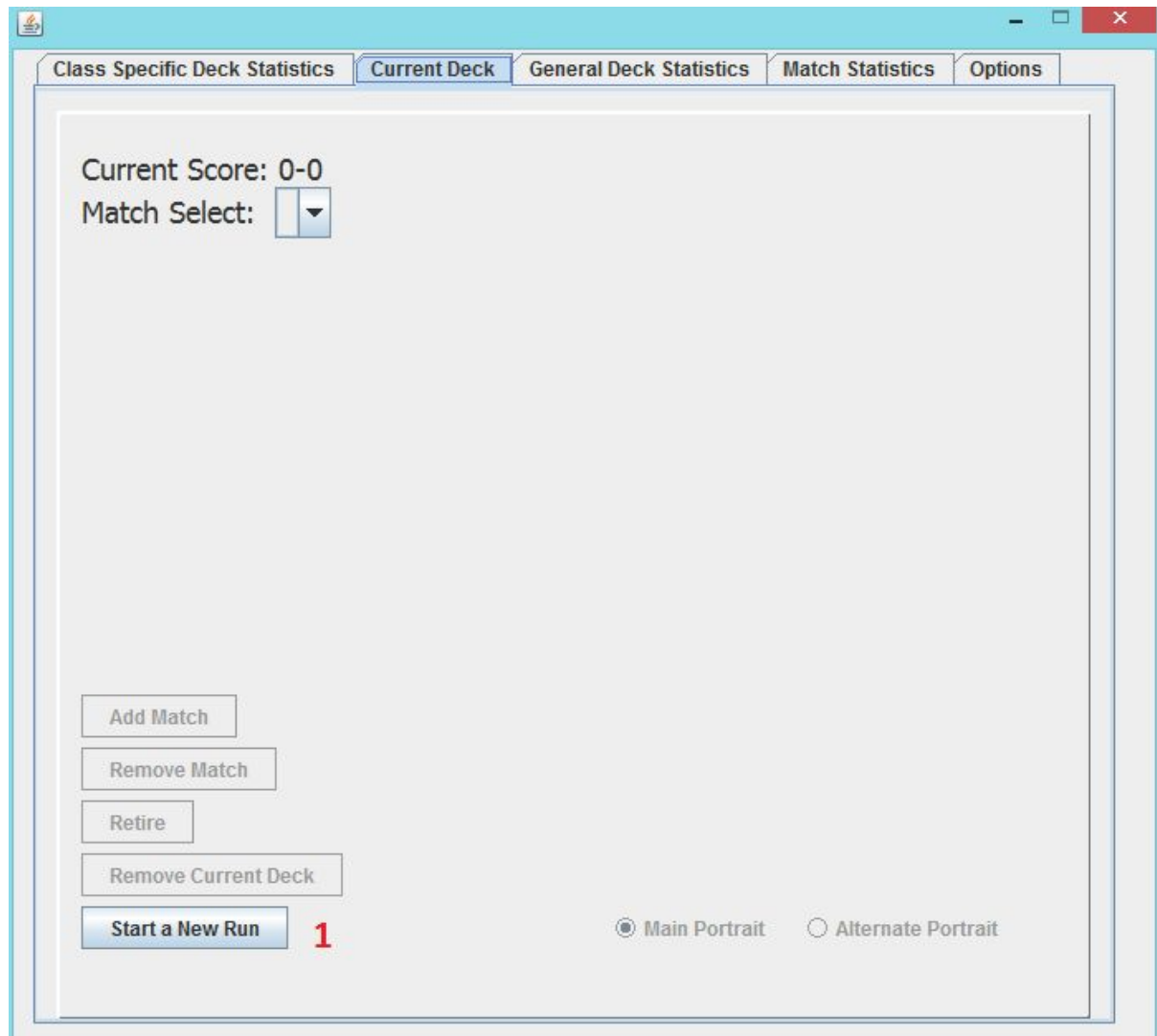
## Class Specific Deck Statistics



1. This combo box allows the user to select the class which statistics are viewed. Currently the selected class is the *Paladin*.

2. Radio button group for choosing the class portrait. Since the *Paladin* class doesn't have an alternate portrait available at the time of writing these instructions, the alternate portrait can't be selected.

## Current Deck (no ongoing run)



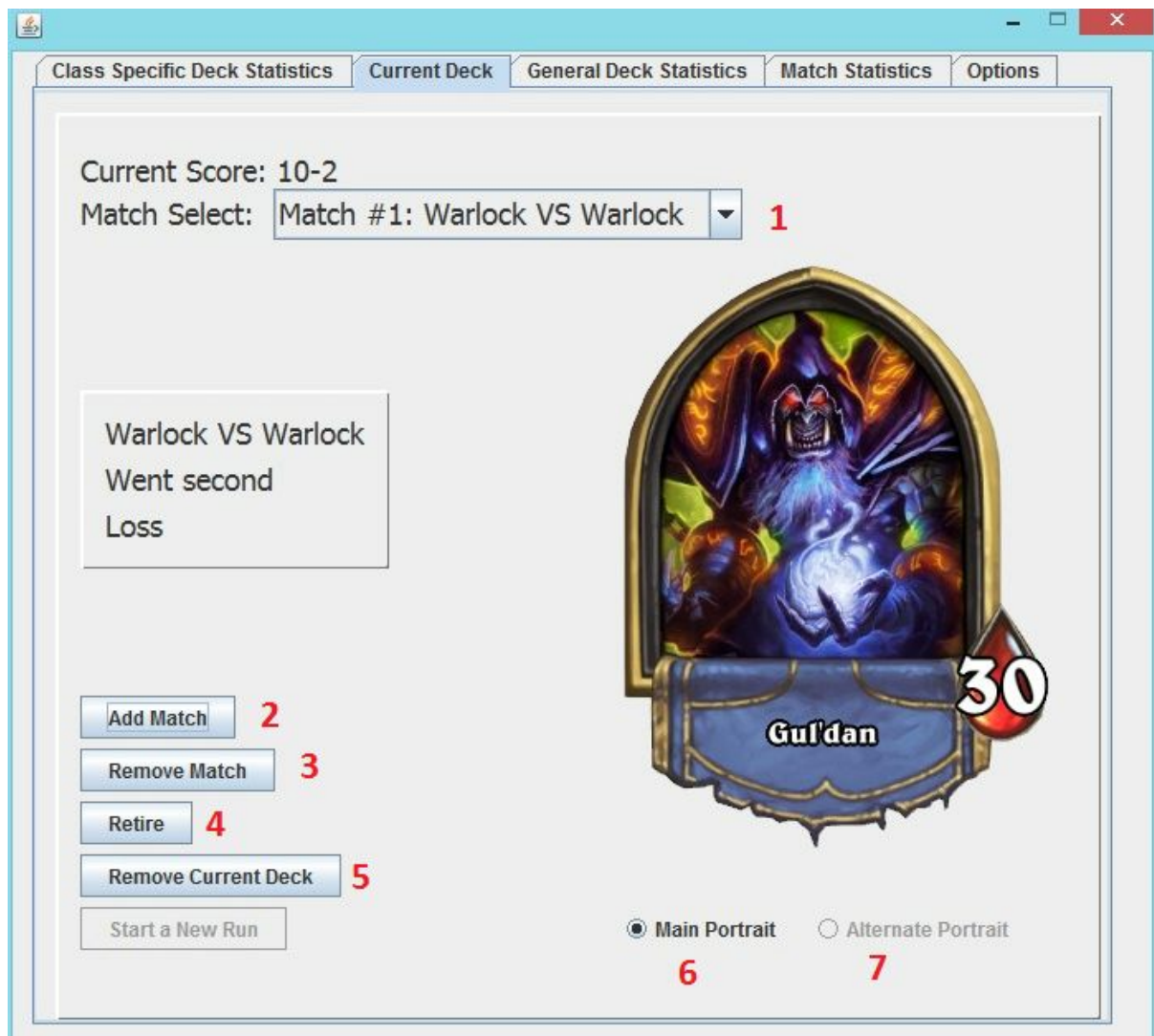
1. Button which allows the user to start a new arena run, opens up the deck creation GUI.

## Deck Creation



1. Combobox for selecting the class for the new deck.
2. Button which confirms the selected class.

## Current Deck (ongoing run)



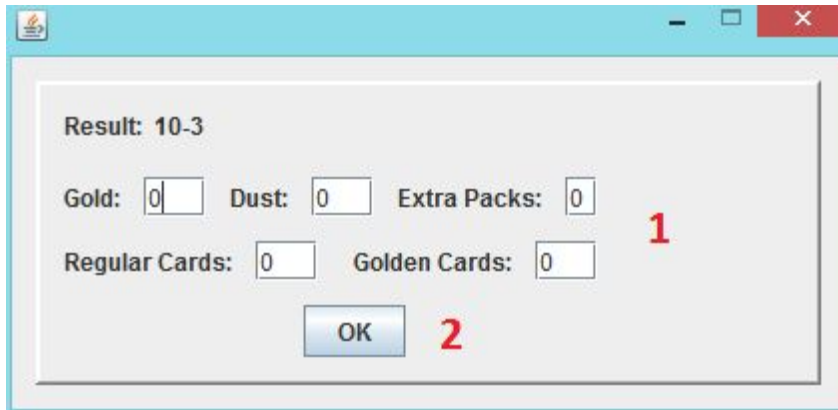
1. Combobox for selecting a match to be viewed. The selected match's info can be seen in the box below the combobox.
2. Button for adding a new match to the arena run. Opens up the match creation GUI.
3. Button for removing the currently selected match.
4. Button for retiring the deck. Opens the reward selection GUI if the player chooses Yes on the confirmation message.
5. Button for removing the current arena deck. The user may use this if they want to delete the deck and all of its matches. Does not affect statistics.
6. Radio button group for selecting the class portrait. Since the *Warlock* class doesn't have an alternate portrait available at the time of writing these instructions, the alternate portrait can't be selected.

## **Match Creation**



1. Combobox for selecting the opponent's class.
2. Buttongroup for selecting if the user went 1st or 2nd at the start of the match.
3. Button group for selecting the outcome of the match. The *Tie* and *Disconnect* options do not affect the user's statistics. The user should pick the *Disconnect* option if the player disconnect during the match and the game counted it as a loss, and does not wish this to be counted as a loss when calculating the win ratio.
4. Button for confirming the selected options. Opens the reward selection GUI if this is the final match of the run.

## Reward Selection



Result: 10-3

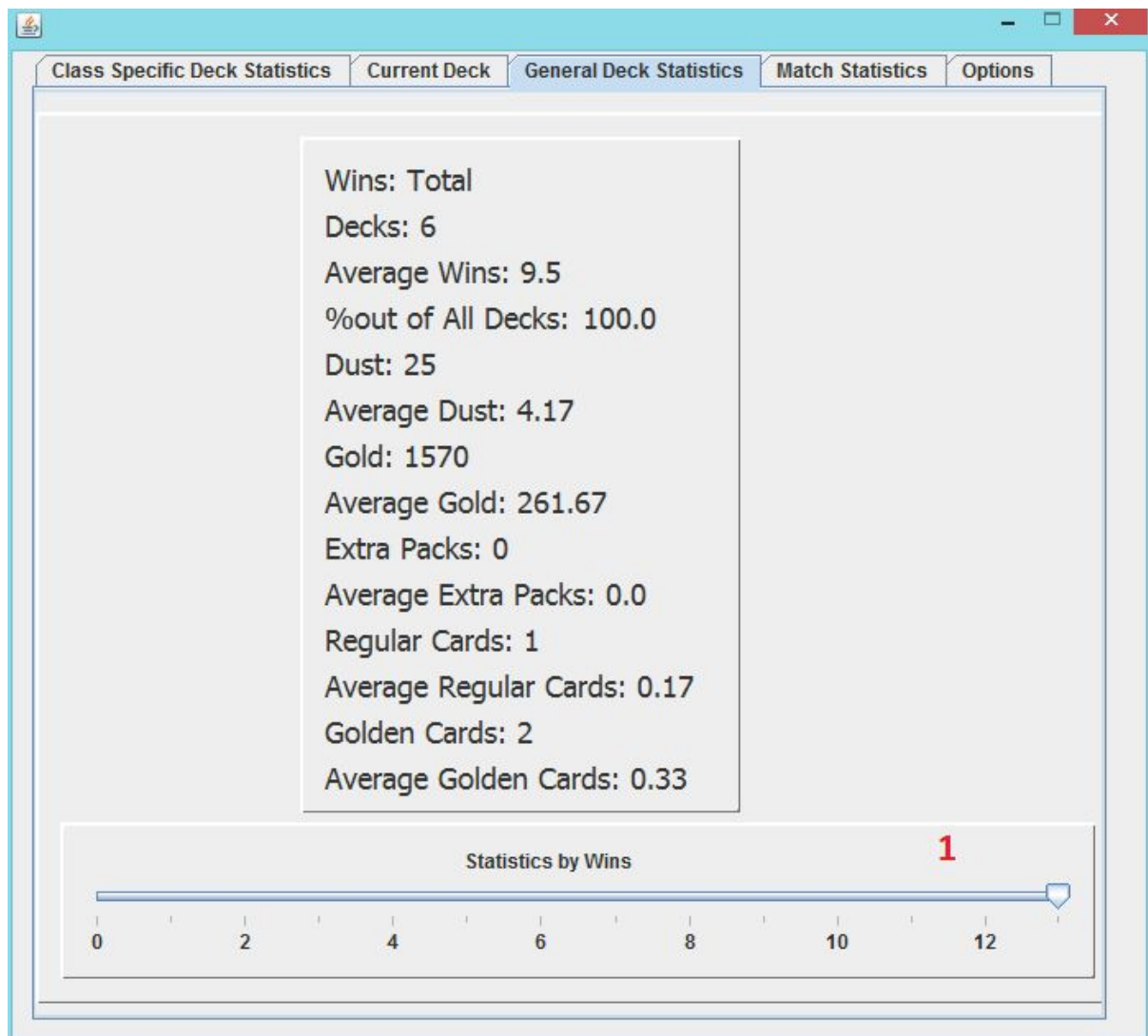
Gold:  Dust:  Extra Packs:

Regular Cards:  Golden Cards:

OK

1. Text fields for inputting the quantity of rewards. Accepts only integers which are 0 or above.
2. Button for confirming the reward quantities.

## General Deck Statistics



1. Slider for selecting the win amount which statistics are viewed. If the slider is taken all the way to the right, it will show the total statistics of all the win amounts.

## Match Statistics

Class 1: Mage 1

Class 2: Paladin 2

Medivh 30

3

☐ Main Portrait ☒ Alternate Portrait

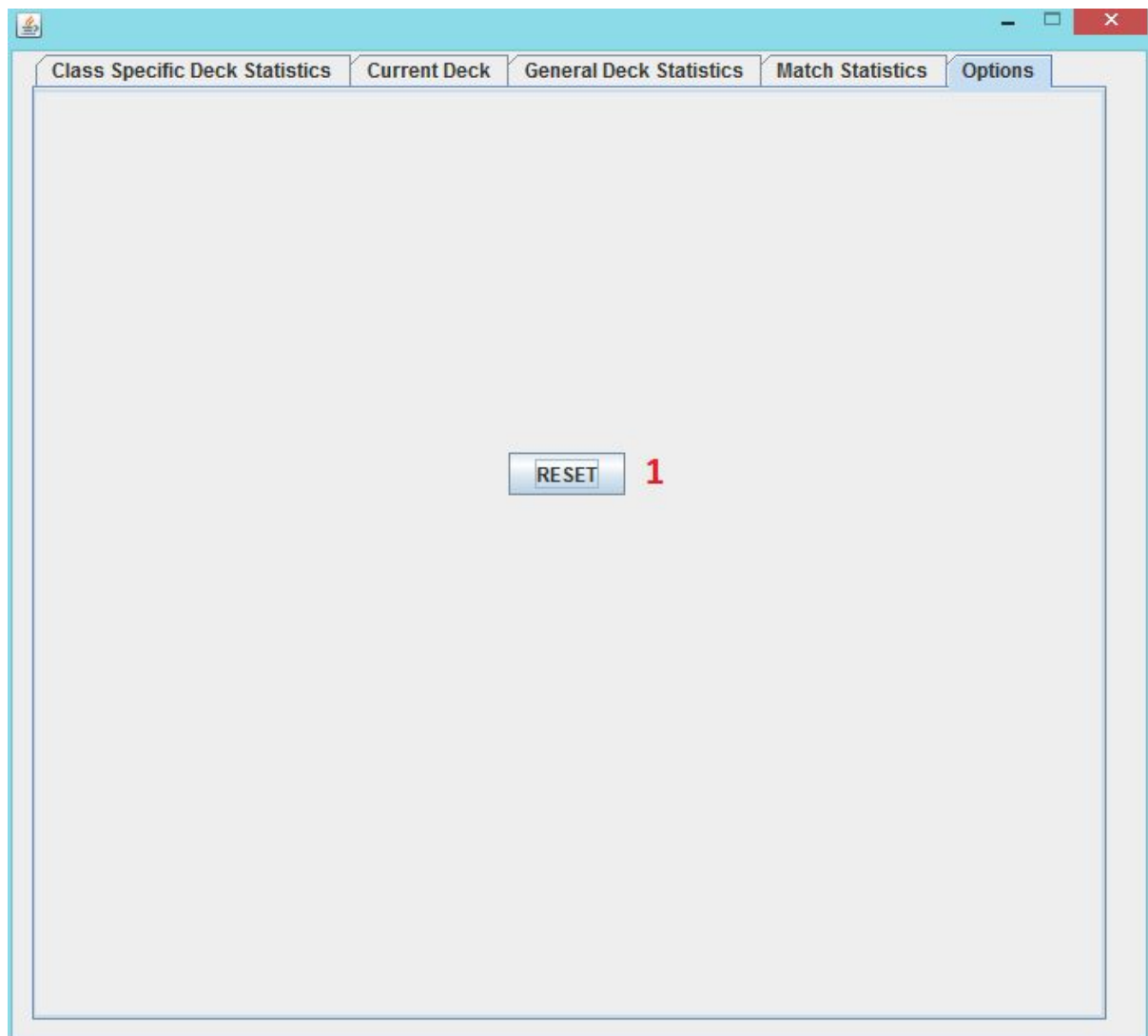
Total Matches: 72  
Total Wins: 57  
Total Win%: 79.17

Matches as Mage 11  
Matches vs Mage 17  
Wins as Mage 8  
Wins vs Mage 16  
Win% as Mage 72.73  
Win% vs Mage 94.12  
Mage vs Paladin matches 5  
Mage vs Paladin wins 2  
Mage vs Paladin win% 40.0

☒ Total ☐ Going 1st ☐ Going 2nd 4

1. Combobox for selecting the main class which match statistics are viewed.
2. Combobox for selecting the other class for viewing the the matchup statistics for the main class.
3. Buttongroup for selecting the portrait. Since the *Mage* class has an alternate portrait available, the alternate portrait radio button can be selected, as it has been in this example picture.

## Options



1. Currently there is only thing to do in the option screen: reset. This button will reset your statistics and delete your current arena deck and it's matches.