Game Flow Design v0.1.0

1. Game PreBegin(GameStartupParameters[n]) // GameStartupParameters:={Profile, CardSet, HeroCard}
2. m\_player=new Player[n];
3. foreach player

-Generate CardDeck from GameStartupParameters.CardSet

-Set HP from GameStartupParameters.HeroCard

1. Set some initial states
2. Game Begin
3. Decide the initiative
4. Deal hand cards to all players
5. Game Proceed
6. Start Player A’s turn
7. Player A’s phase A

Deal 1 Card

1. Player A’s phase B

Move Cards from handset to field

1. Player A’s phase C

Select cards in field for attack

1. Player A’s phase D

Opponents block attacks from Player A

1. Player A’s phase E

Update game status

Check winning conditions

1. Start Player B’s turn
2. Game End

Update profiles