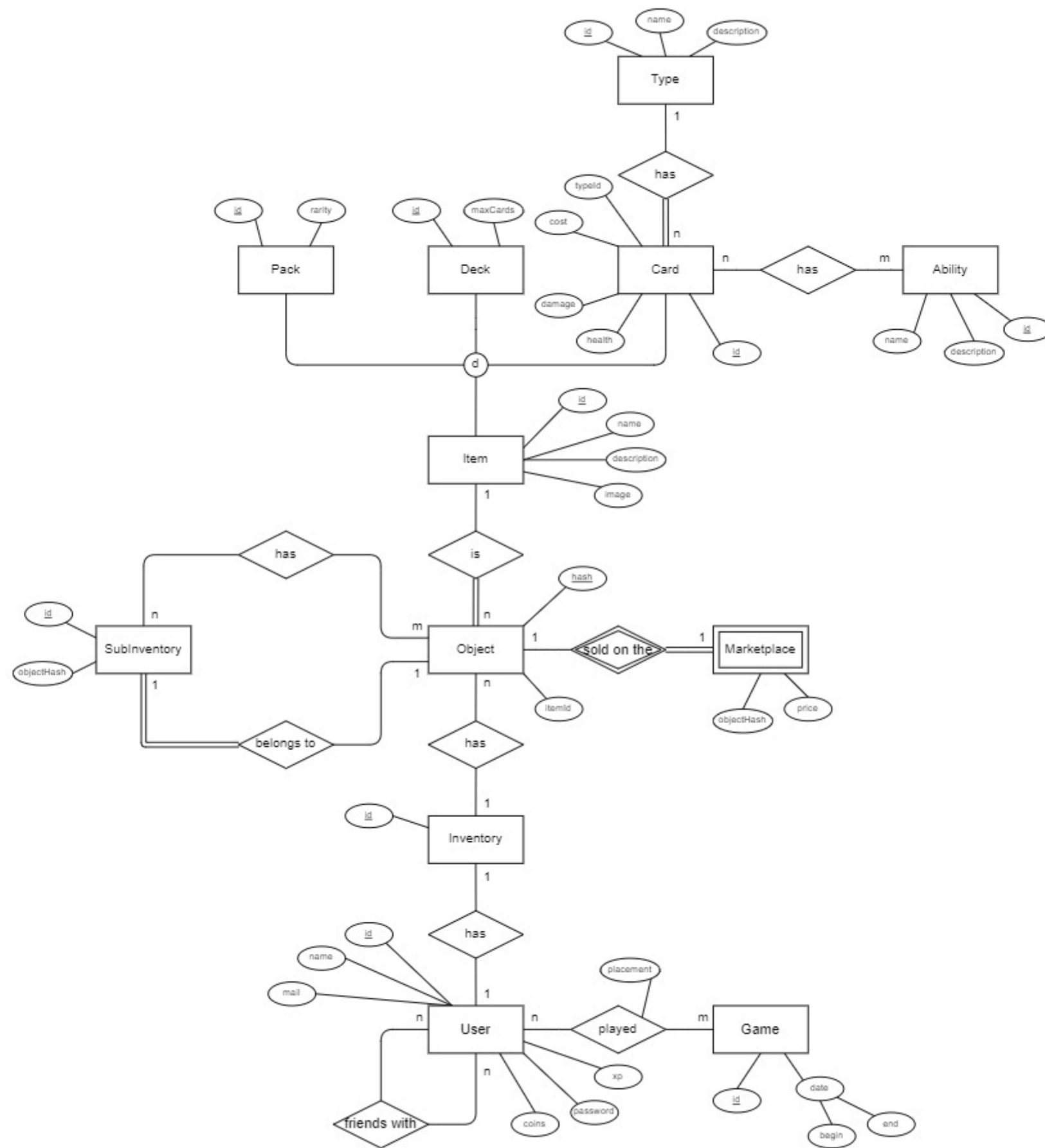
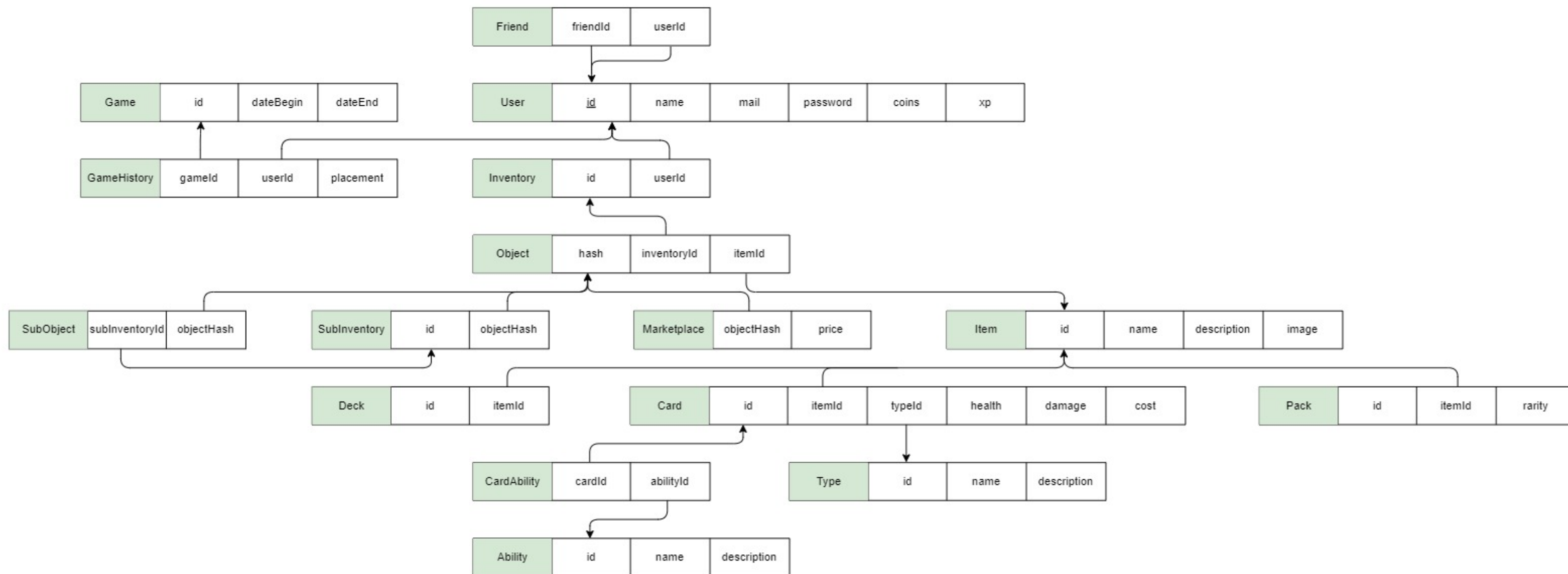
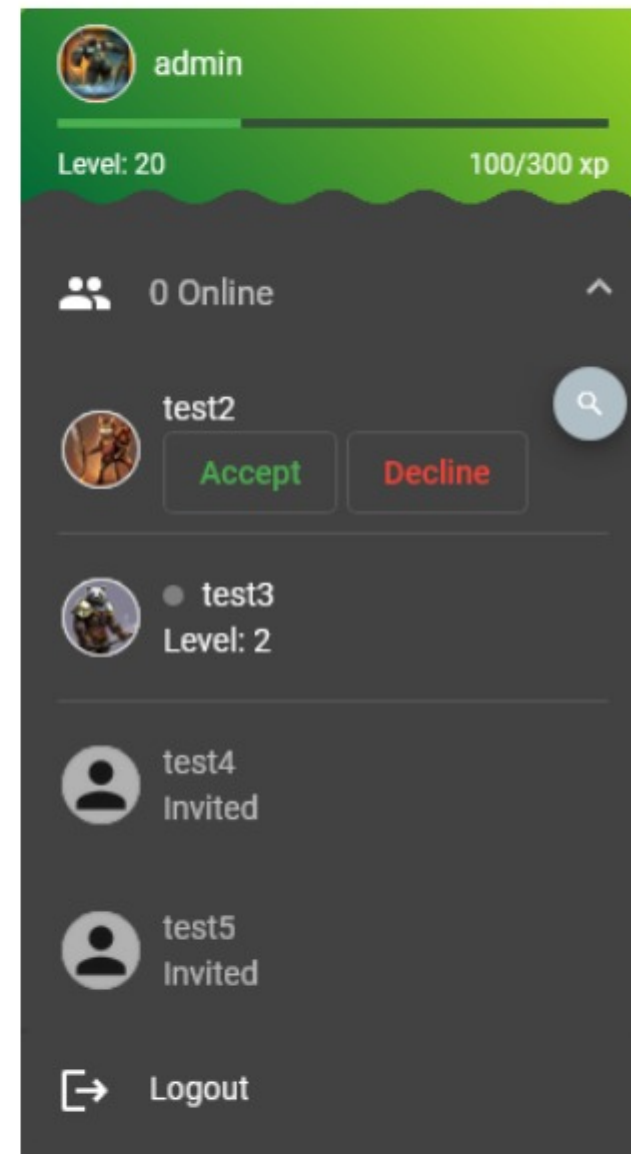




Decksterous

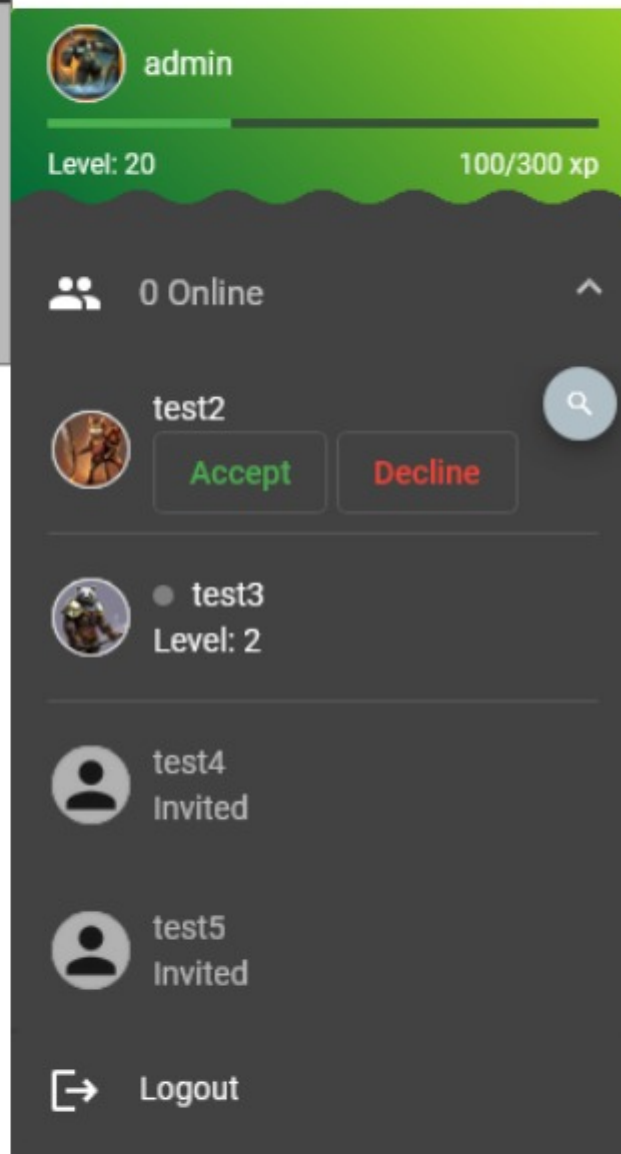






id

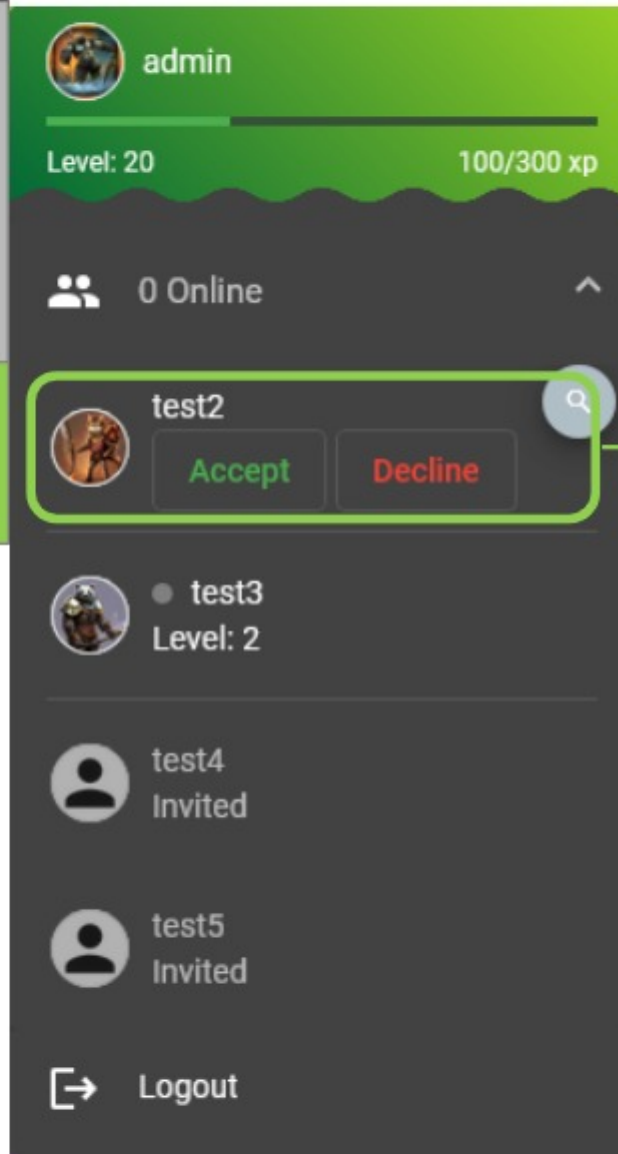
1



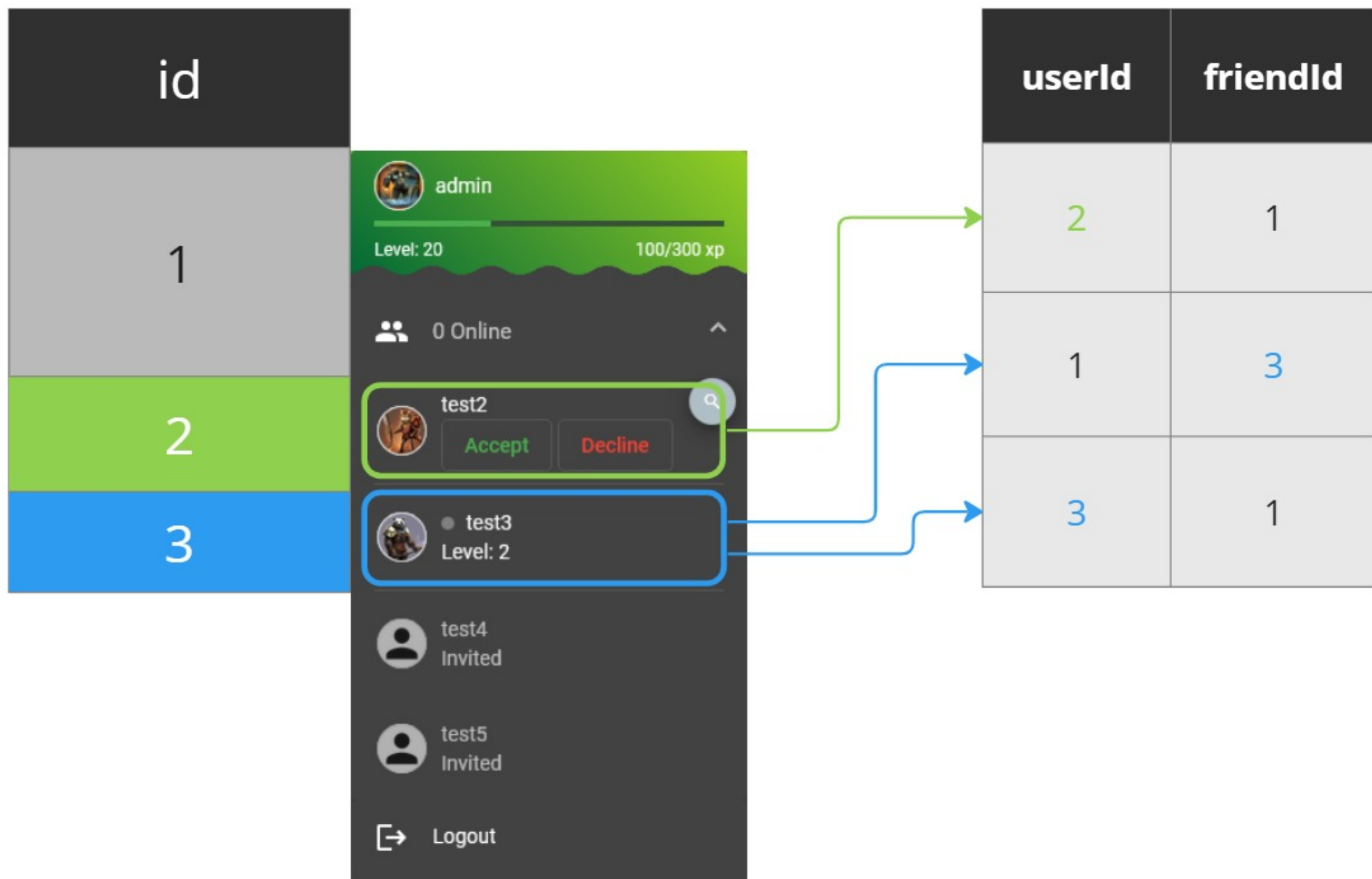
userId

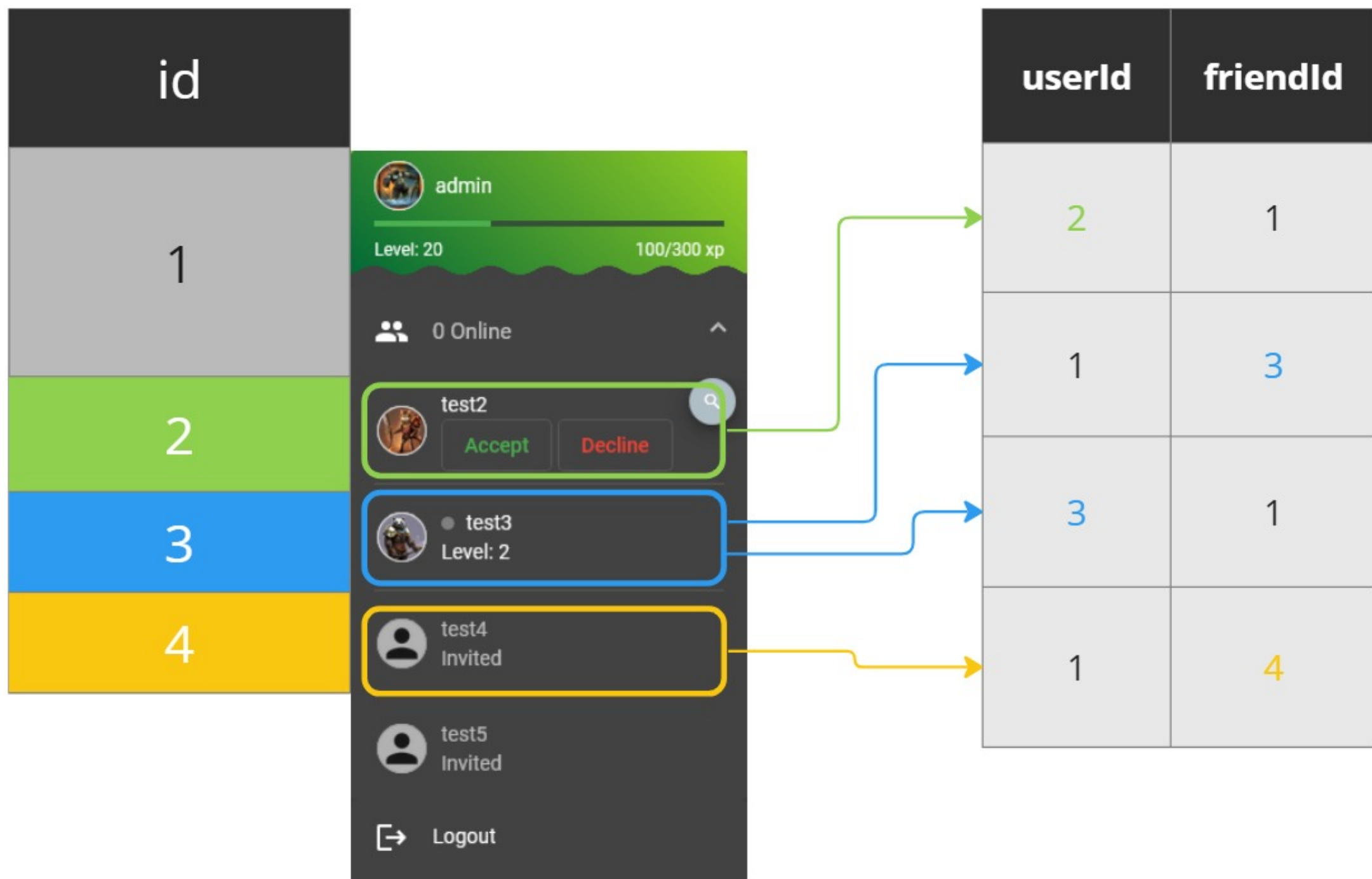
friendId

id
1
2

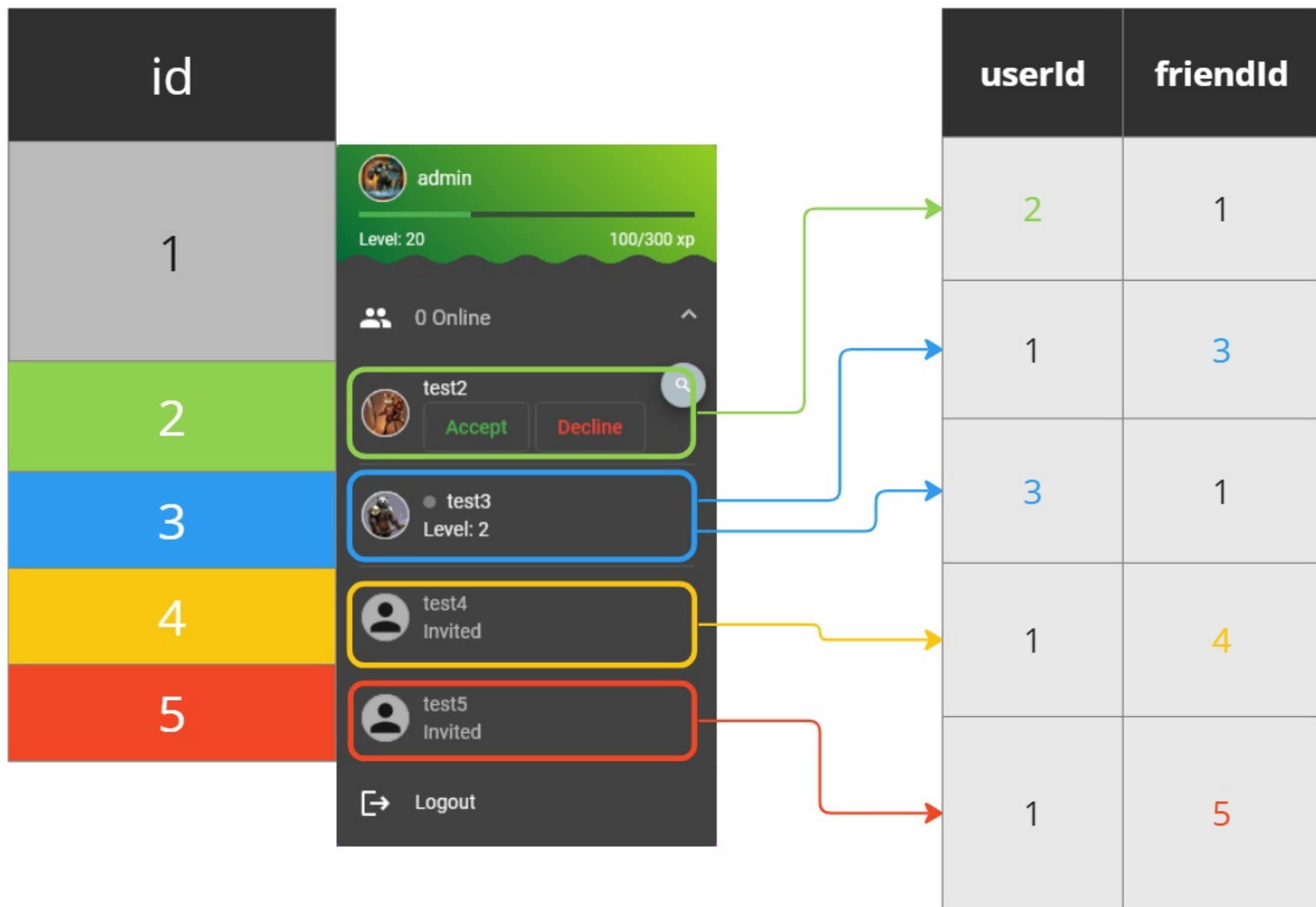


userId	friendId
2	1















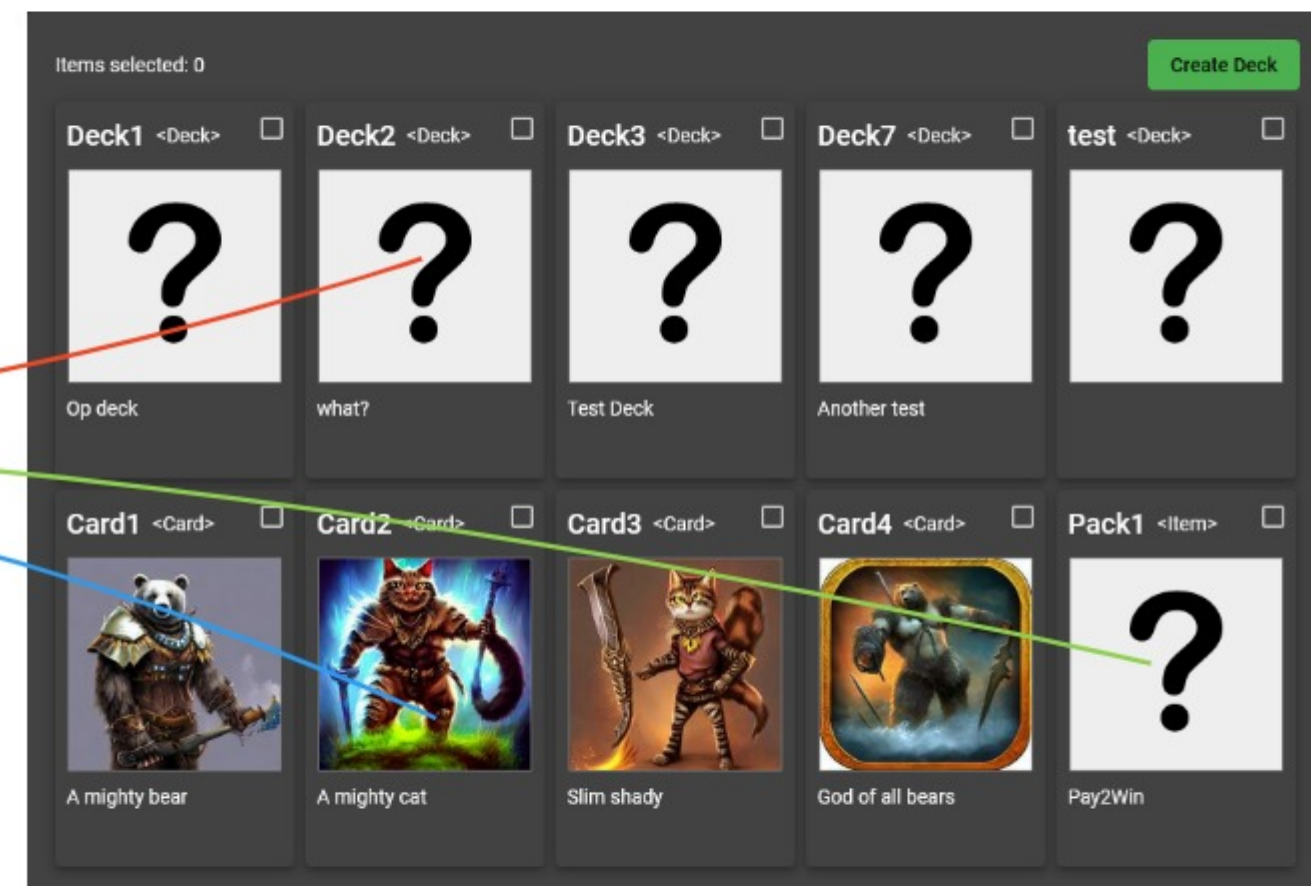
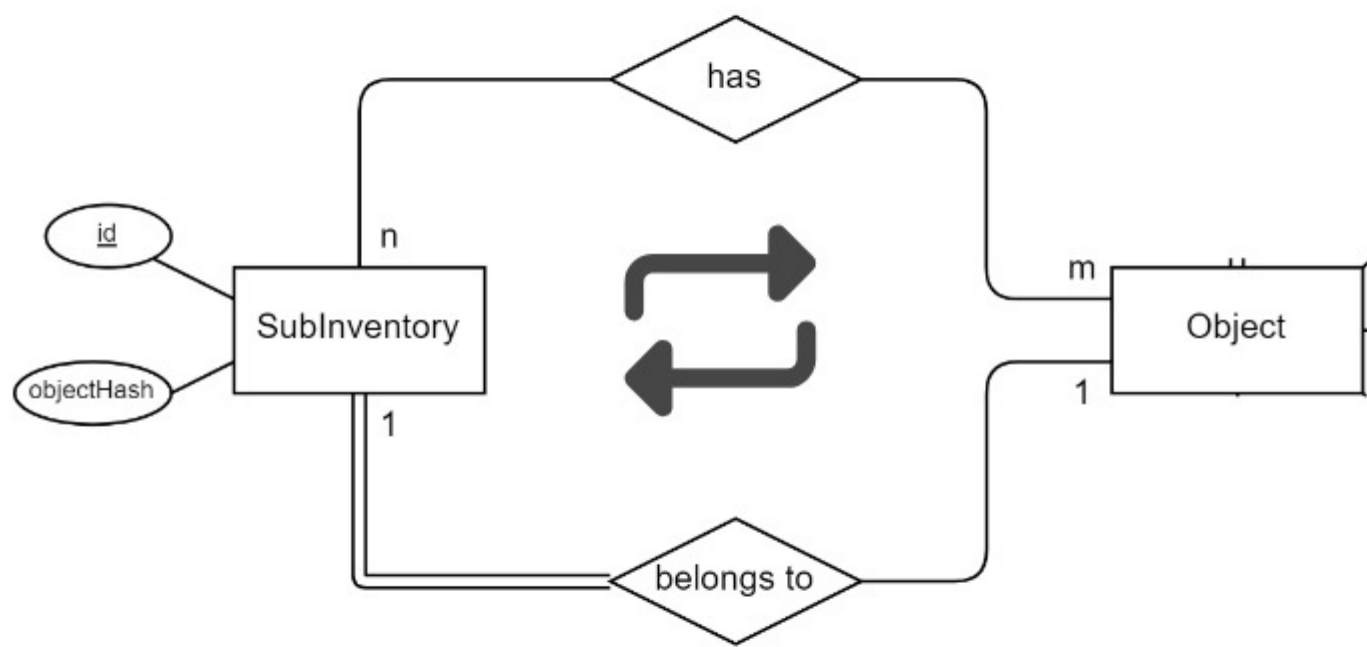


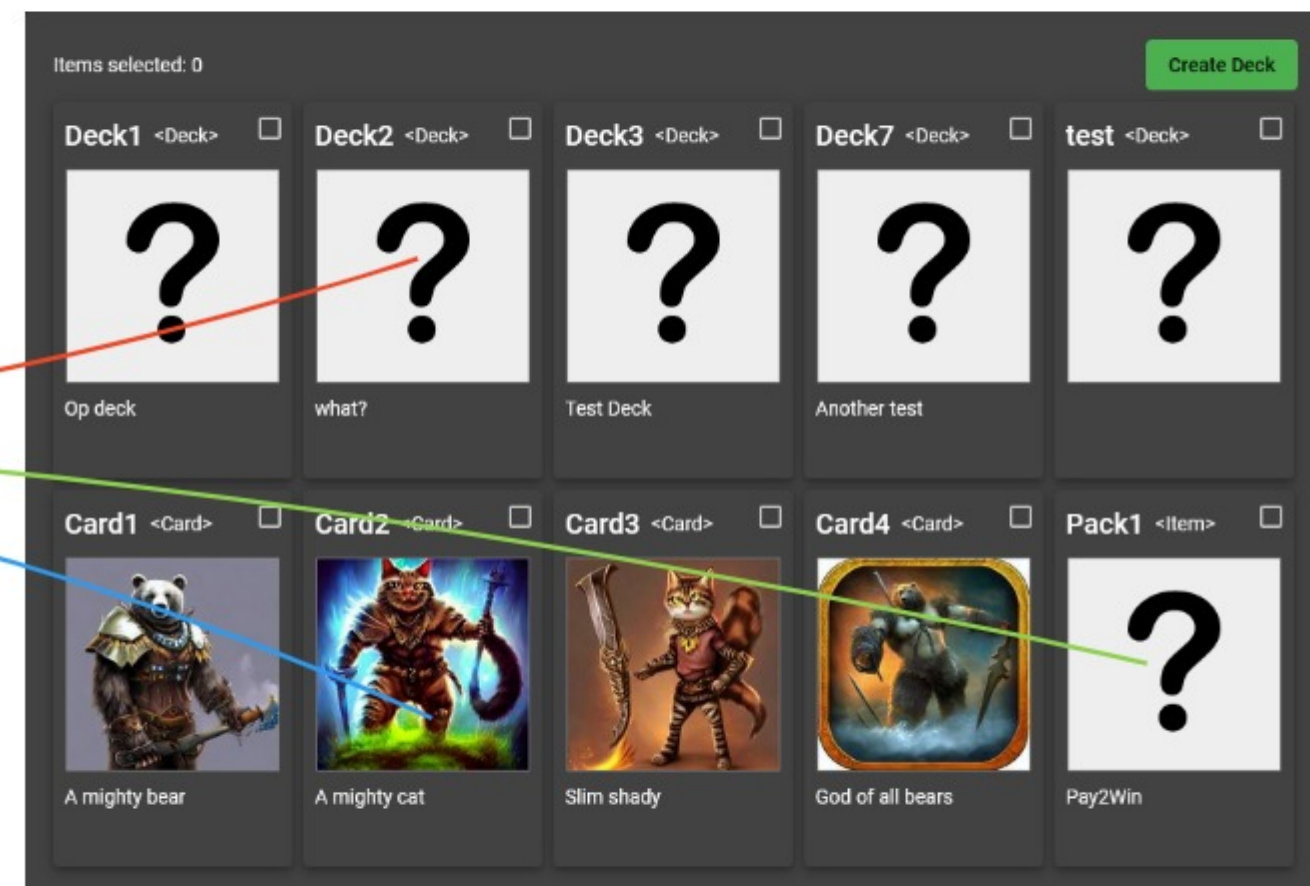
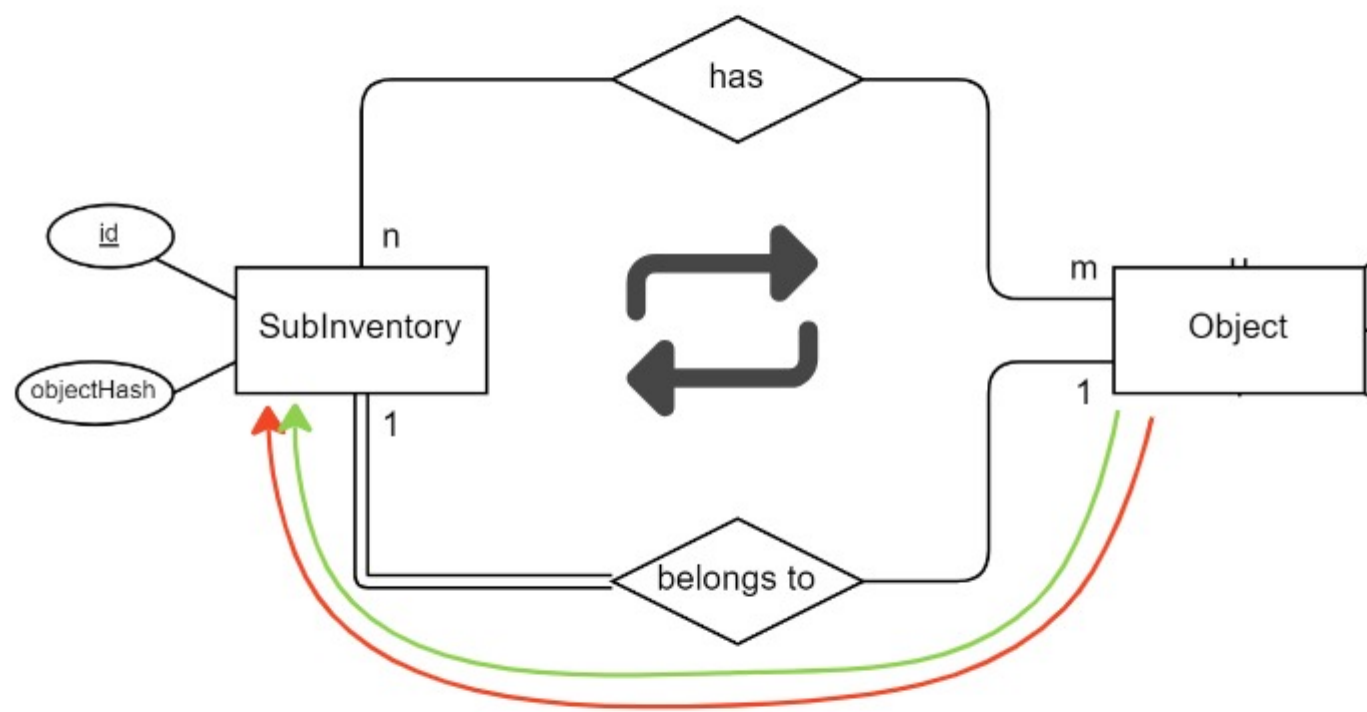


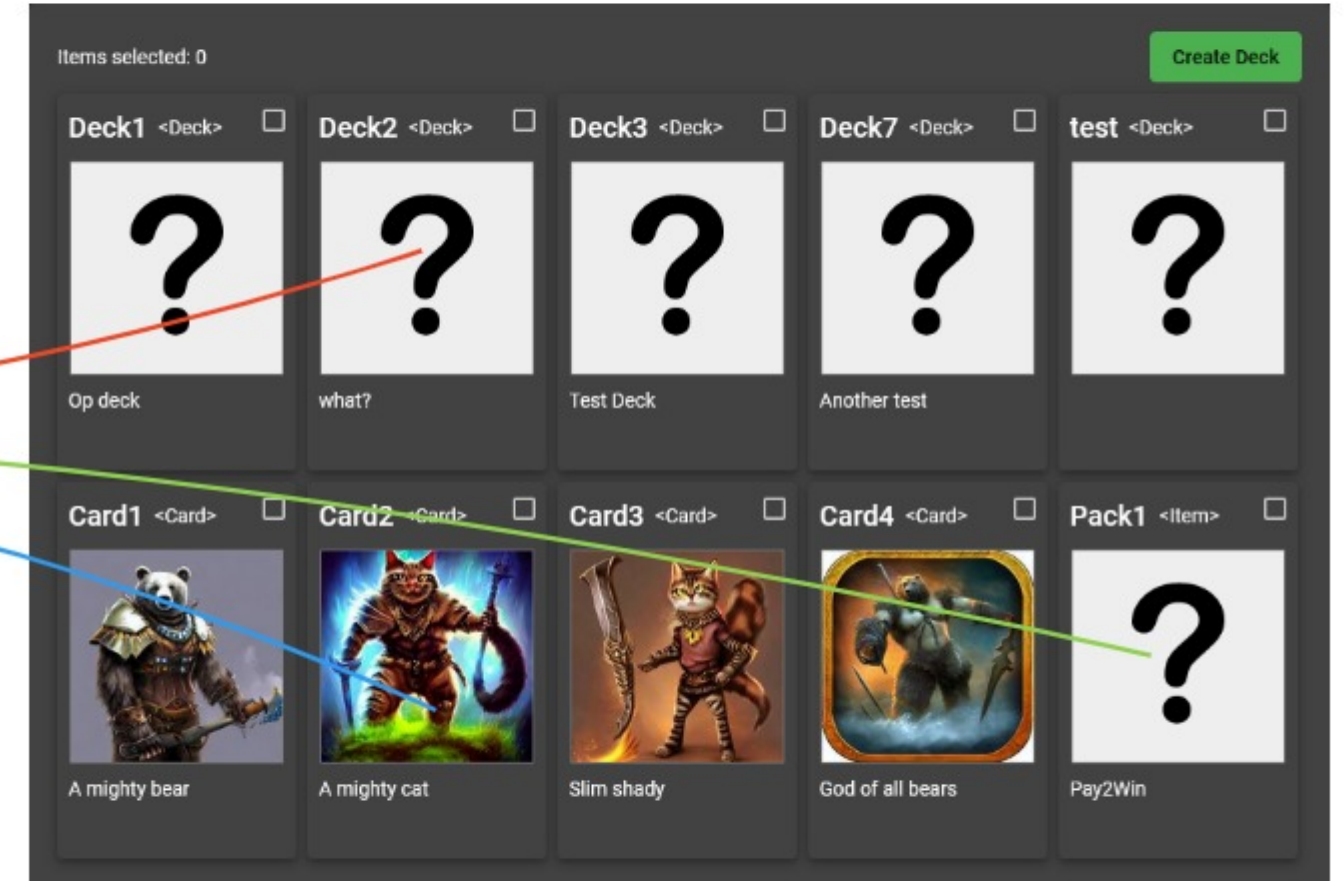
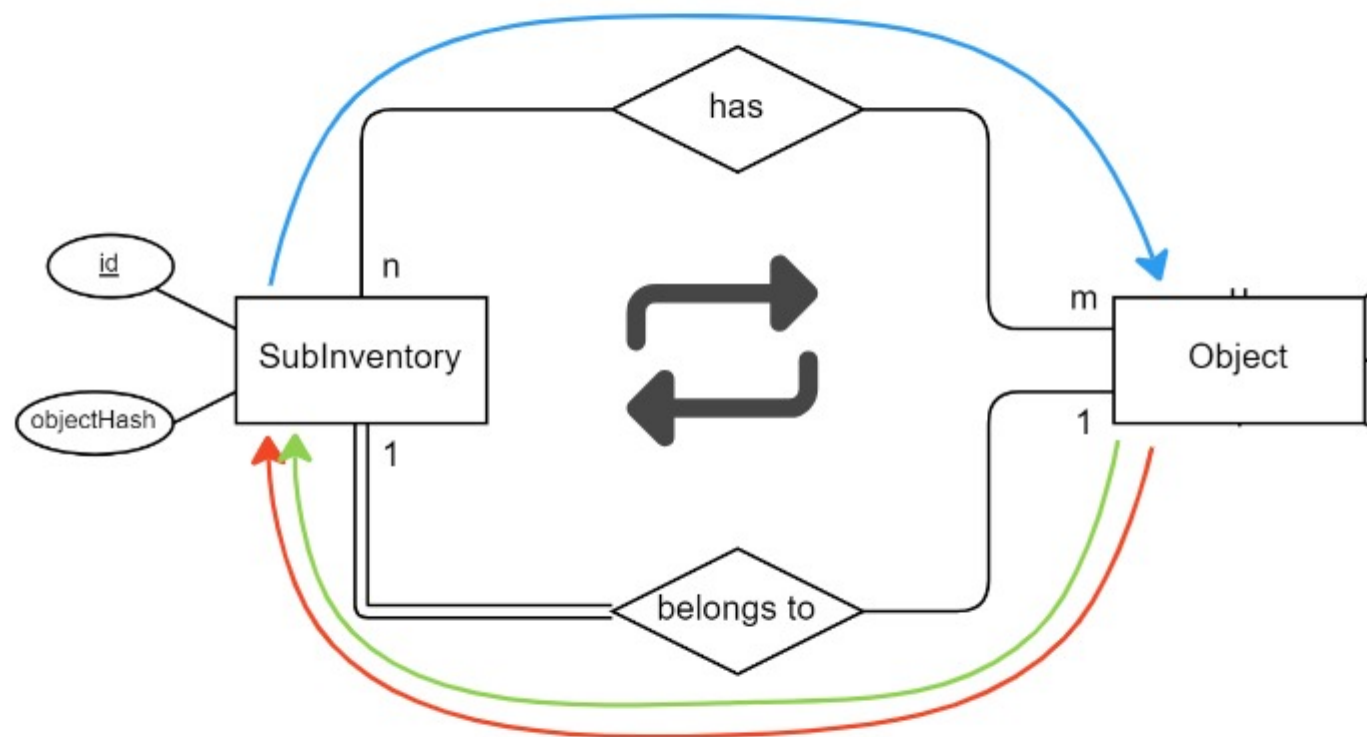
Items selected: 0

Create Deck

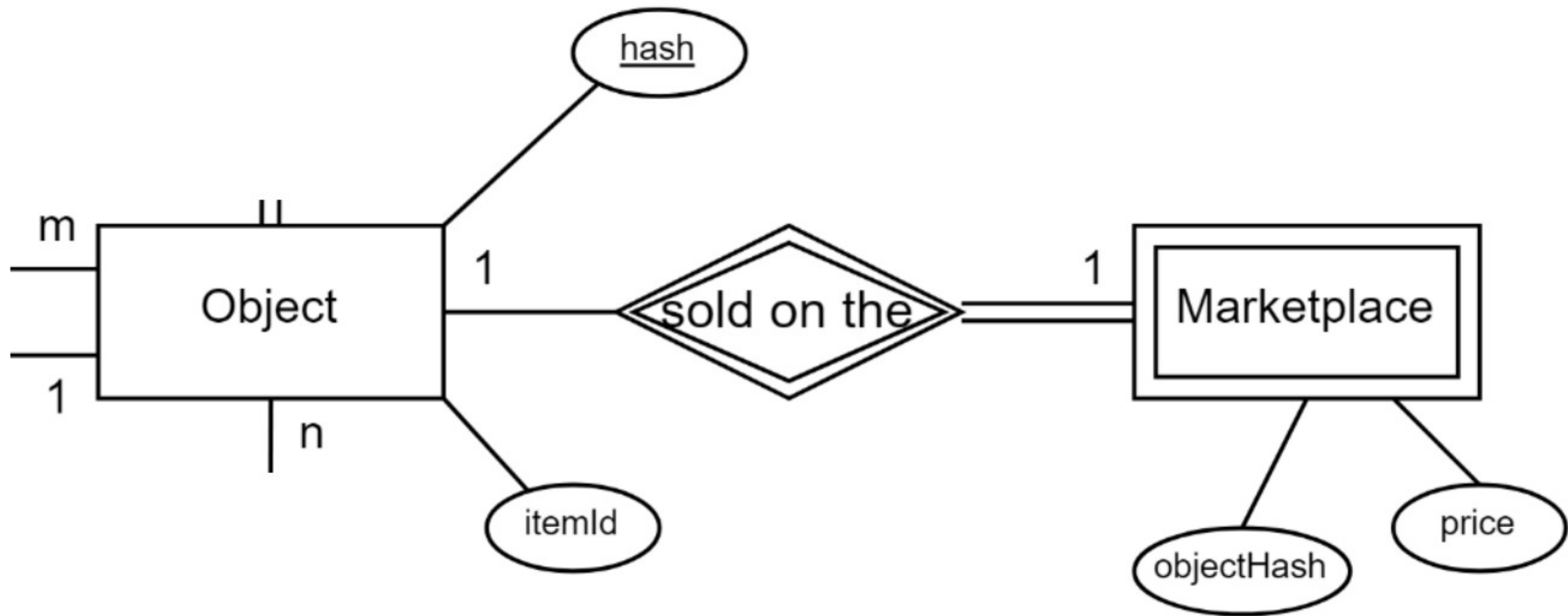
<div>Deck1 &lt;Deck&gt; <input type="checkbox"/></div> <div></div> <div>Op deck</div>	<div>Deck2 &lt;Deck&gt; <input type="checkbox"/></div> <div></div> <div>what?</div>	<div>Deck3 &lt;Deck&gt; <input type="checkbox"/></div> <div></div> <div>Test Deck</div>	<div>Deck7 &lt;Deck&gt; <input type="checkbox"/></div> <div></div> <div>Another test</div>	<div>test &lt;Deck&gt; <input type="checkbox"/></div> <div></div> <div></div>
<div>Card1 &lt;Card&gt; <input type="checkbox"/></div> <div></div> <div>A mighty bear</div>	<div>Card2 &lt;Card&gt; <input type="checkbox"/></div> <div></div> <div>A mighty cat</div>	<div>Card3 &lt;Card&gt; <input type="checkbox"/></div> <div></div> <div>Slim shady</div>	<div>Card4 &lt;Card&gt; <input type="checkbox"/></div> <div></div> <div>God of all bears</div>	<div>Pack1 &lt;Item&gt; <input type="checkbox"/></div> <div></div> <div>Pay2Win</div>

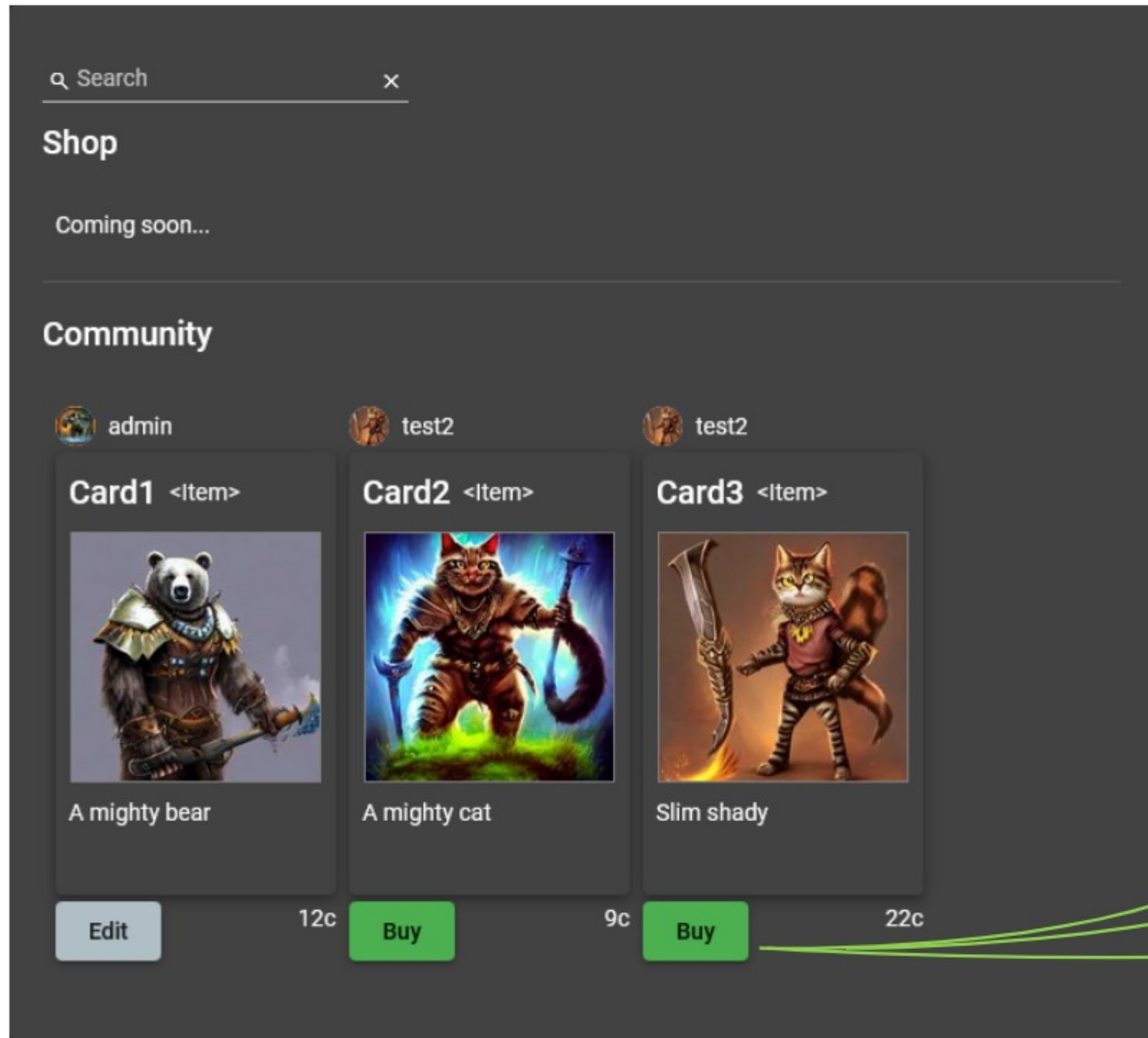












Buyer pays with ingame currency & seller gets the "money"

Marketplace Object gets deleted

InventoryID gets changed