Player + is_test:integer + life:integer **Graphdisplay** + megic:integer + player_num:integer + h ritual:integer - graph:integer card + trigger_Bone_Golem:integer - w:Xwindow pointer + trigger_Fire_Elemental:integer - insp:Xwindow pointer - p1:Player pointer + trigger_Potion_Seller:integer - name:string - p2:Player pointer + trigger_card_type:integer - act :integer - r_p1:card pointer + board_num:integer - Ench: vector of card poiner - r_p2:cardpointer + name:string graveyard_p1:vector of card pointer + deck:vector of card pointer graveyard_p1:vector of card pointer + getName(): string + board_M:vector of card pointer board_M_p1:vector of card pointer + getAct(): integer + board:vector of card pointer - board M p1: vector of card pointer + setAct(integer): void + graveyard:vector of card + getEnch():vector of enchantment pointer pointer boardGD();void + hand:vector of card pointer + setEnch(card pointer):void - handGD(vector of card pointer):void + remove Ench():void + ritual: ritual pointer - drawSkele():void + opposite:Player pointer - drawPlayer():void + virtual getAttack():integer - drawBoard():void + virtual setAttack(integer):void + attack_p(intger):void drawHand(vector of card pointer):void + virtual getDefence():integer + attack_m(integer,integer):void - drawLife(Xwindow pointer, + virtual setDefence + init_deck(string):void integer,integer,string):void (integer):void + play_p(integer):void - drawMagic(Xwindow pointer, + virtual getAbility():integer + move_to_graveyard(card integer,integer,string):void + virtual setAbility pointer):void - drawAttack(Xwindow pointer, (integer):void + play_m(integer,integer, integer,integer,string):void + virtual getCost():integer integer):void - drawCost(Xwindow pointer, + virtual getAbility_cost:integer +play_m(integer,integer, integer,integer,string):void + virtual setAbility_cost character):void - drawMinion(Xwindow pointer, (integer):void + checkBoneGolem():void integer,integer,string):void + virtual getDes():string + checkFireElemental():void - drawDes(Xwindow pointer, + virtual setDes(string):void integer integer,string):void + checkPotionSeller():void + virtual getChargers():integer - setRitual(card pointer,integer):void +use_p(integer):void + virtual getType():string - setGraveyard(vector of card + use_m(integer,integer.integer)void + virtual setCharges(integer):void pointer,integer):void + randomGenerate(integer,integer - setMinion(vector of card pointer, integer,integer pointer):void integer):void +shuff():void showhand():void + setPlayer(Player pointer, showInspect(integer):void integer):void + boardDisplay():void + handDisplay(vector of card pointer):void + inspectDisplay(card pointer):void + notify(Player pointer,integer):void minion enchantment ritual spell - name:string - name:string - name:string - name:string type:string type:string - type:string type:string - cost :integer - cost :integer - cost :integer - cost :integer - description:string - attack:integer - description:string - description:string - ability_cost:integer - defence:integer - charge:integer - description:string + getAttack():integer + getAttack():integer - ability:integer + setAttack(integer):void + setAttack(integer):void - ability_cost:integer + getDefence():integer + getDefence():integer + getAttack():integer + setDefence(integer):void + setDefence(integer):void + setAttack(integer):void + getAttack():integer + getAbility():integer + getAbility():integer + getDefence():integer + setAttack(integer):void + setAbility(integer):void + setAbility(integer):void + setDefence(integer):void + getDefence():integer + getCost():integer + getCost():integer + getAbility():integer + setDefence(integer):void + getAbility_cost:integer + getAbility_cost:integer + setAbility(integer):void + getAbility():integer + setAbility_cost(integer):void + setAbility_cost(integer):void + getCost():integer + setAbility(integer):void + getDes():string + getDes():string + getAbility_cost:integer + getCost():integer + setDes(string):void + setDes(string):void + setAbility_cost(integer):void + getAbility_cost:integer + getChargers():integer + getChargers():integer + getDes():string + setAbility_cost(integer):void + getType():string + getType():string + setDes(string):void + getDes():string + setCharges(integer):void + setCharges(integer):void + getChargers():integer + setDes(string):void + getType():string + getChargers():integer + setCharges(integer):void + getType():string + setCharges(integer):void