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| Game\_events |
| -event\_text: string  -event\_sol1: string  -event\_sol2: string  -s1Reward:reward  -s2Reward:reward  +game\_events()  +game\_events(et:string, e1:string, e2:string, s1:reward,s2:reward)  +setET(et: string):void  +setE1(e1: string):void  +setE2(e2: string):void  +setR1(r1: reward):void  +setR2(r2: reward):void  +getET():string  +getE1():string  +getE2():string  +getR1():reward  +getR2():reward  +randomize\_event(events:string[][], gains:reward[][]): void |
| Card |
| -startX: double  -startY: double  -card\_info: game\_events  -home: CardDeck  +Card(text:string, gm: game\_events, deck: CardDeck)  +handleMousePressed(event: MouseEvent): void  +handleMouseDragged(event:MouseEvent): void  +handleMouseReleased(event:MouseEvent): void  +swipeOffScreen(offsetX: double): void  +resetPosition(): void |
| CardDeck |
| -eventText: string[][]  -reward: reward[][]  -the\_player: player  -player\_progress: progress  -output: javafx.scene.control.Label  +CardDeck(pg: progress, p: player, op: javafx.scene.control.Label)  +handle\_card\_swiped(direction: double, r: game\_events):void |
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| MoveableBar |
| -resourceRect: Rectangle  -maxResource: double  +MoveableBar(resourceRect: Rectangle)  +getMR(): double  +increment(rewardLevel: int): void |
| Player |
| -health: int  -thirst: int  -hunger: int  -stamina: int  -hp: MovableBar  -s: MovableBar  -h: MovableBar  -t: MovableBar  +player(hp:MovableBar, s:MovableBar, h:MovableBar, t:MovableBar)  +setHP(hp: int):void  +setT(t: int):void  +setH(h: int):void  +setS(s: int):void  +getHP():int  +getT():int  +getH():int  +getS():int  +card\_result\_handling(card\_reward:reward, game\_overall: progress): void |
| progress |
| -game\_progress: int  -difficulty: int  -buff: boolean  +progress()  +setD(d: int): void  +setGP(gp: int): void  +setB(b: boolean): void  +getD(): int  +getGP(): int  +getB(): boolean  +endGame(holder: int): boolean |
| reward |
| -player\_attribute: string  -stat\_value: int  +reward()  +reward(attr:string, num: int)  +getPA(): string  +getSV(): int  +setPA(attr:string):void  +setSV(num: int):void |

[Videos](https://drive.google.com/drive/folders/1VzrsGS0w6LQOEOZX84jPbl1XSwZ5oYrJ?usp=sharing)