

Card	
Responsibility	Collaboration
	Player Deck Monster

Monster	
Responsibility	Collaboration
playCard	Player
getAction	Card
addDefemse	GameModel
getIntent	
setAttackPattern	
healthPercent	
resetDefense	
takeDamage	

GameModel	
Responsibility	Collaboration
checkGameDone	Monster
incTurn	Player
isPlayerDead	Main
EnemyTurnAndReset	gameViewController
isGameDone	
getScore	
isMonsterDead	

Main	
Responsibility	Collaboration
main start	

Deck	
Responsibility	Collaboration
shuffleCards	Player
generateSet	Card
addToDiscard	

Player	
Responsibility	Collaboration
resetDefense	Monster
drawHand	Card
playCard	Deck
discardHand	GameModel
changeHP	
addDefense	
resetEnergy	
takeDamage	
addCard	
healthPercent	

gameViewController	
Responsibility	Collaboration
updateUI	Main
enemyTurnAndReset	theModel
gotoEndScreen	
updateHealthBars	
playCard	
fadeOut	
fadeIn	
updateIntent	
gotoMainScreen	
handleCard	
updateHandUI	