Main || 168 Card
1 Six-Sided Die

Party: List<Player> (3..6)

Player
- levelOfHero = LevelCounter
- Collection<Card> inPlay()
- Collection<Card>(0..5) yourHand()
- name
- sex
- Integer setItems(Collection<Item>)
- Void tradeItems(Collection<Item>, Player)
~~- Void discard(Collection<Card>)~~

when add in inPlay() ↓ update character

- Collection<Card> RemoveRace(Race)
- Collection<Card> nomeeClass(C)
- character getUnderlyingCharacter()

Character: - Level (started at 1)
Collection(Race)(a)race (human)
- class (∅)
- sex (player.sex)
- Collection<Item> getCarriedIte()
- Integer getAllowedBigItemsNumber() (1)
si getRace() ∈ {Dwarf} >1.

Dealer: DoorDeck, TreasureDeck,

- void shuffleDoorDeck ()
- void shuffleTreasureDeck ()
- void dealDoors (nb2Draw, Player)
- void dealTreasures (nb2Draw, Player)
- void discard (collection <card>)

Deck: discardPile, cardPile

- isRunOut()
- shuffleDiscards ()
- shuffle ()
- List <card> (0 ... nb2Draw) draw (Integer nb2Dra

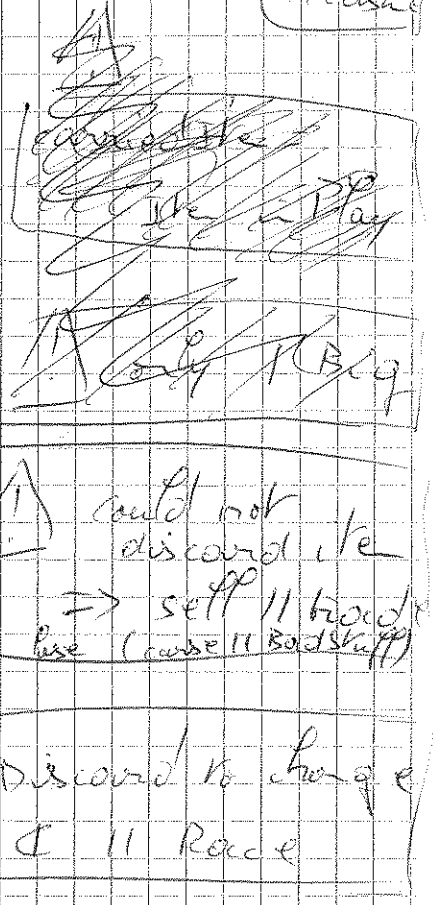
Coord: none

Door:

Treasure:

Item: - value in Gold Pieces

- Boolean is Small ( ) (true)
- Boolean is Big ( ) (false)
- size



Treasure

~~Carried Item~~

~~Item in Play~~

~~Only 1 Big~~

⚠ could not discard item
=> sell // trade
Pose (curse // Bad Stuff)

⚠ Discard to change
C // Race

GUAL:

Curse

Doon

Race:

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- void shuffleTreasureDeck()
- void dealDoors(nb2Draw, Player)
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- void discard(collection<card>)

Deck: discardPile, cardPile

- isRunOut()
- shuffleDiscards()
- shuffle()
- List<Card>(0..nb2Draw) draw(Integer nb2Dra

Cond: none

Door:

Treasure:

Mdm 1 168 Card

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Collection(Race)(a) race (human)
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- sex (player.sex)
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Class:

Monster: