Deck

* cards : ArrayList<card>
* numberOfCards : int
* ArrayList getCards()
* int getNumberOfCards()
* void setCards(ArrayList<card)
* void setNumberOfCards(int numberOfCards)
* ArrayList shuffle(ArrayList cards, int NumberOfCards)

studentBehaviourCard

* SBCardType : studentBehaviourType
* cardPoints : int
* StudentBehaviourCard(studentBehaviourType SBCardType, int cardPoints)
* studentBehviourType getSBCardType()
* int getCardPoints()
* void setSBCardType(studentBehaviourType SBCardType)
* void cardPoints(int cardPoints)
* void useCard(cardPoints)

societyCard

* HP : int
* cardType : type
* attackName : String
* attackStrength : int
* attackCost : int
* weakness : type
* resistance : type
* retreatCost : int
* cardLevel : level
* SocietyCard(int HP, type cardType, String attackName, int attackStrength, int attackCost, type weakness, type resistance, int retreatCost)
* int getHP()
* type getCardType()
* String getAttackName()
* int getAttackStrength()
* int getAttackCost()
* type getWeakness()
* type getResistance()
* int getRetreatCost()
* level getCardLevel()
* void setHP(int HP)
* void setCardType(type cardType)
* void setAttackName(String attackName)
* void setAttackStrength(int attackStrength)
* void setAttackCost(int attackCost)
* void setWeakness(type weakness)
* void setResistance(type resistance)
* void setRetreatCost(int retreatCost)
* void CardLevel(level cardLevel)
* void beingAttacked(int HP, attackStrength)
* void attack(String attackName, int attackCost)
* void retreat(int retreatCost)
* int receiveDamage(int HP, int loss)
* void evolve()

<<enumeration>>

studentBehviourType

ty

* support
* item

<<enumeration>>

level

ty

* Basic
* Level 1
* Level 2

<<enumeration>>

type

ty

* electric
* fight
* earth
* water

*card*

* name : String
* width : float
* height : float
* x : float
* y : float
* Card(String name, float width, float height, float x, float y)
* String getName()
* float getWidth()
* float getHeight()
* float getX()
* float getY()
* void setName(String name)
* void setWidth(float width)
* void setHeight(float height)
* void setX(float x)
* void setY(float y)
* *void draw()*
* *void discard()*

energyCard

* energyType : type
* EnergyCard(type energyType)
* type getEnergyType()