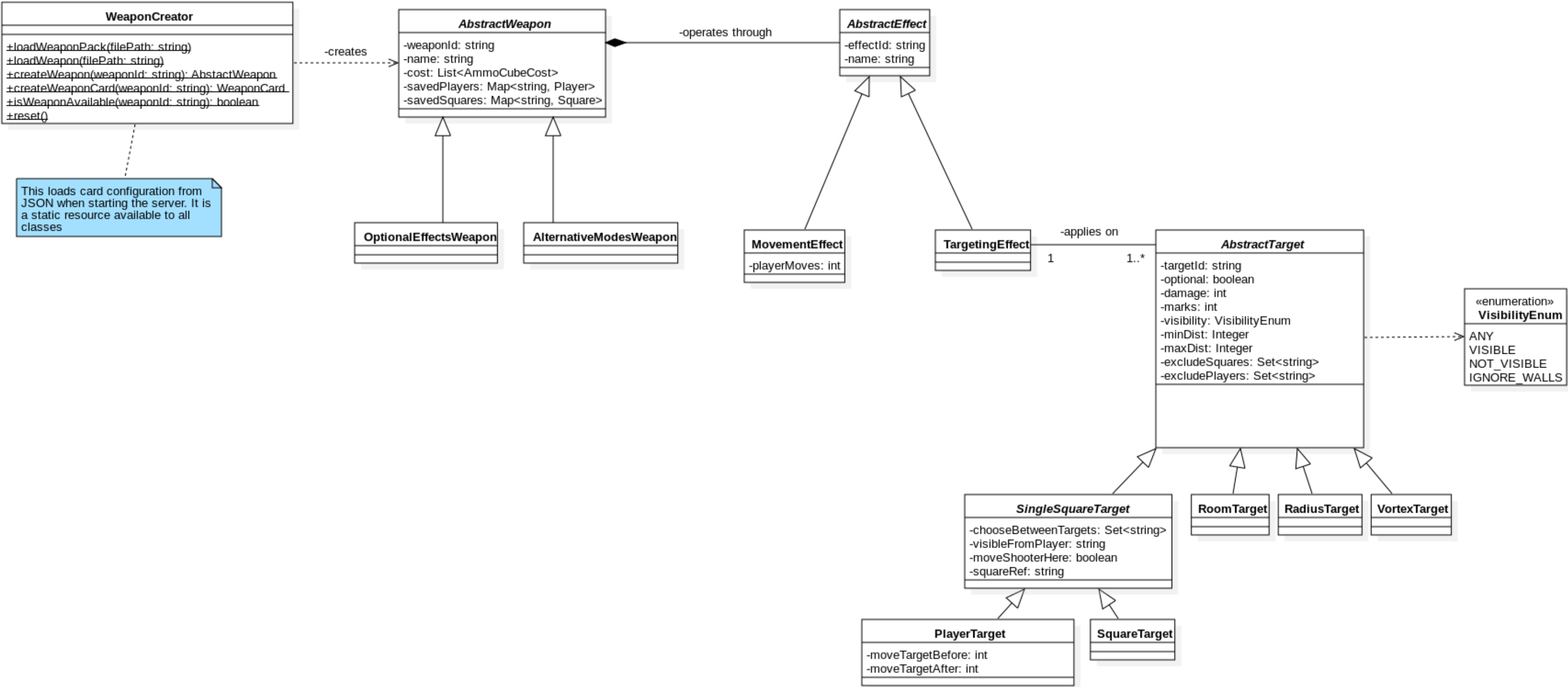


NOTE: Weapons are part of the controller, but the class description is still partial.
We will move them in the controller diagram when the classes are fully described



This loads card configuration from JSON when starting the server. It is a static resource available to all classes