



#### Default Cards (moves)



#### Garden Gnome



Defense:  
Sly Lunge

#### Rock Gnome



Defense:  
soapy slip  
Stone Armor  
Mirror Blind

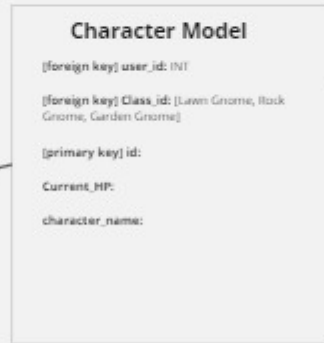
#### Lawn Gnome



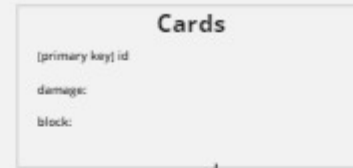
## User



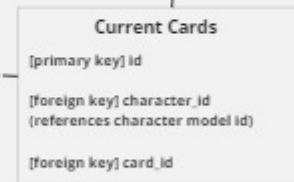
## Character Model



## Cards



## Current Cards



## Deck



## Class Model (3 rows representing classes)

id:  
Max\_HP:  
Strength:  
Agility:  
class\_name:

## Enemies (Model / Table)

	id	Attack	Agility	HP	Special Move
Baby					
Cat					
Dog					