Class:

1. Object1
2. Hero->object1
3. Minion->object1
4. Card
5. weapon
6. Minion card->card
7. Spell card->card
8. Weapon card->card
9. Single spell->spell card
10. Aoe spell->spell card
11. Imm-use spell->spell card
12. Secret->spell card
13. battlefield

Object1:

1. Health
2. Attack
3. Stat(frozen/immune免疫)

Hero

1. Armor
2. weapon

Minion

1. Race
2. Skill(see below)
3. Halo(affect adjacent or friend minion or all minion or both card)
4. Buff(include divine shield)

Card

1. Cost

Weapon

1. Attack
2. Durable
3. effect

Minion card

1. Battlecry(include divine shield)
2. Health
3. Attack

Spell card

(nothing)

Weapon card

1. Attack
2. Durability
3. effect

Single spell

1. effect
2. target(minion or hero)

Aoe spell

1. effect
2. target(all or ally or enemy)

Imm-use spell

1. effect

secret

1. effect
2. condition

battlefield

1. minion slot
2. minion

player(one side,the game needs 2 player object)

1. hero
2. deck
3. battlefield
4. secret slot

Appendix

Logic

1. player.init(), random to choose who go first
2. player1.turn()
3. check result, goto 7
4. player2.turn()
5. check result, goto 7
6. goto 2
7. endgame()

player.turn()

1. turn start
   1. check sustainable effect(when turn start)
2. put minion card to battlefield
   1. check battlecry
   2. check sustainable effect(when summon)
   3. cost change
3. use a weapon card
   1. give hero a new weapon
   2. cost change
4. use a spell card
   1. check sustainable effect(when spell/secret..)
   2. if have target,choose it
   3. effect
   4. cost change
5. minion attack
   1. check sustainable effect(when attack)
   2. if still live, check dmg each other
   3. check sustainable effect(when died/hurt)
   4. if dead ,run deathrattle,check (when dead)
6. end turn
   1. check sustainable effect(when turn end)

Skill:

1. Deathrattle
2. Taunt
3. Charge
4. Silence
5. Spell damage
6. Enrage
7. Windfury
8. Stealth
9. Passive skill(when XX, XX)