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. put minion card to battlefield
   1. check battlecry

check if unit dead,if hero, end game;else check deathrattle

* 1. check sustainable effect

like put a murlic and there is a murloc tidecaller

* 1. check the cost change

1. use a weapon card
   1. give hero a new weapon
2. use a spell card
   1. if have target,choose it

Skill:

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