Requirement list

**Board**

-Likely represented by a graph, each vertex being a city, and each edge being the paths from one city to another.

**Cities**

**-**Needs pointers to connected cities

-Number of and type disease cubes

-Research stations

-Needs a name

**Players**

-Needs Board location information(knowledge of which city they and others reside)

-Need a base player class for shared traits

-Need to keep track of cards

-Handles movement actions?

**Disease Cubes**

**-**4 colors, 24 each

**Role**

-Need role specific traits

-Need their unique label

**Cards**

-48 city cards

-6 epidemic cards

-5 event cards

**Infection rate**

**-**Needs to keep track of rate

**Outbreak Track**

**-**Needs to keep track of number of outbreaks

**Driver**

-Needs to ask the number of players

-Needs to ask each of the players which character they will play

-Possibly handle movement actions?

-Depending on # of players, needs to adjust the amount of cards dealt

-Needs to keep track of current turn.

-Needs to check end game conditions