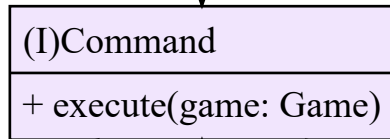


main() -> execute()



(C)RollDxCommand

- roll: Roll [0..1]
+ RollDxCommand(roll: Roll)
+ execute(game: Game)
+ roll(): Roll

+ ShowBuildablesCommand()
+ execute(game: Game)

(C)SaveGameCommand
+ SaveGameCommand()
+ execute(game: Game)