

dhbw

karlsruhe

ase

application

(C)CardInvalidator

(C)GameState

(C)RollHandler

camp  
[0..1]

camp  
[0..1]

camp  
[0..1]

domain

crafting

(C)Camp

constructed  
[0..\*]

devastate() -> isDestructible()

currentEndeavor  
[0..1]

stash  
[0..1]

strongestWeapon  
[0..1]

workbench  
[0..1]

build() -> IllegalActionException()

(I)Buildable

(I)Building

(I)Rescue

(C)ResourceStash

(I)Tool

(C)Workbench

(C)IllegalActionException