(C)Camp

- constructed: Deque<Buildable> [0..*]
- currentEndeavor: Rescue [0..1]
- hasFireplace: boolean [1]
- stash: ResourceStash [0..1]
- strongestWeapon: Tool [0..1]
- uuid: UUID [0..1]
- workbench: Workbench [0..1]

+ Camp(uuid: UUID)

+ addResource(r: Resource)

+ build(plan: CraftingPlan): Buildable

+ canBuildAnything(): boolean

+ devastate()

+ getBonusDamage(): int

+ getCurrentEndeavor(): Rescue

+ hashCode(): int

+ listConstructed(): List<Buildable>

+ listPossibleCraftingPlans(): List<CraftingPlan>

+ ravage()

+ resources(): List<Resource>

(C)RollHandlerTest

encounter(bonusDamage: int, card: Card, roll: Roll, expectedOutcome: OutcomeType)

- encounter(): List<Arguments>

endeavor(rescueSuccess: boolean, expectedOutcome: OutcomeType, expectedGamePhase: GamePhase)

- endeavor(): List<Arguments>

encounter() -> CampMock()

(C)CampMock

- bonusDamage: int [1]

+ CampMock(bonusDamage: int)

@Override + getBonusDamage(): int