(C)Game

-   loader: PersistenceReader [0..1]
-   saver: PersistenceWriter [0..1]
-   state: GameState [0..1]

+ build(plan: CraftingPlan): GameResult

- checkLose()

+ draw(): Card

- endGameWith(result: GameResult)

+ listBuildings(): List<Buildable>

+ listResources(): List<Resource>

+ loadGame()

+ reset()

+ rollDx(roll: Roll): OutcomeType

+ saveGame()

+ showBuildables(): List<CraftingPlan>

+ start(deck: CardDeck)

saver
[0..1]

(I)PersistenceWriter

+ write(state: GameState)

(C)SerializationFilePersistor

-   path: String [0..1]

+ path(): String

+ read(): GameState

+ write(state: GameState)