(C)RollHandler + listPossibleCraftingPlans(): List<CraftingPlan>

(C)Camp

- constructed: Deque<Buildable> [0..*]

- currentEndeavor: Rescue [0..1]

hasFireplace: boolean [1]

stash: ResourceStash [0..1]

- uuid: UUID [0..1]

+ Camp(uuid: UUID)

+ devastate()

+ ravage()

+ addResource(r: Resource)

+ canBuildAnything(): boolean

+ resources(): List<Resource>

strongestWeapon: Tool [0..1]

workbench: Workbench [0..1]

+ build(plan: CraftingPlan): Buildable

+ listConstructed(): List<Buildable>

```
- camp: Camp [0..1]
 lastCard: Card [0..1]
- outcome: OutcomeType [0..1]
+ RollHandler(camp: Camp, lastCard: Card)
- encounter(roll: Roll)
- endeavor(roll: Roll): GamePhase
+ handle(phase: GamePhase, roll: Roll): GamePhase
                        lastCard
     camp
                                               outcome
     [0..1]
                         [0..1]
                                                [0..1]
(E)Card
+ METAL: Card [1]
  PLASTIC: Card [1]
  SNAKE: Card [1]
                                                     (E)OutcomeType
  SPIDER: Card [1]
  THUNDERSTORM: Card [1]
                                                    + LOSE: OutcomeType [1]
                                                     + SURVIVED: OutcomeType [1]
  TIGER: Card [1]
                                                     + WIN: OutcomeType [1]
  WOOD: Card [1]
                                                     + valueOf(name: String): OutcomeType
  category: CardCategory [0..1]
 resource: Resource [0..1]
                                                     + values(): OutcomeType[]
- Card(category: CardCategory, resource: Resource)
+ refabricate(): Card
+ valueOf(name: String): Card
+ values(): Card[]
```