



Player

Number_of_players:integer

Player_type: type

playerSetup(...)

playerturn(...)

playerinfo(...)

Round

Gameboardsetup(...)

ColorAssign(...)

BuildKingdom(...)

Kingdom

CastleNumer:Integer

BuildCastle(...)

assignKing(...)

Domino

DominoCount:integer

createdomino(...)

dominoplacement(...)

TerrainSquare

MatchDomino(...)