

Controller

-game: Game
+activateProduction()

+buyDevelopmentCard(int, int) +useMarket(char,int) +activateLeaderCard(int)

+discardLeaderCard(int) +startGame()

+endTurn()
-editWarehouse()
-insertBoughtResources(List<Resource>)

-fromMarblesToResources(List<MarbleColor> -incrementFaithTrackPosition(Player) -handlerDiscountLeader(Map<Resource,Integent of the color of the colo