

Controller

-game: Game

+activateProduction()

+buyDevelopmentCard(int, int)

+useMarket(char,int)

+activateLeaderCard(int)

+discardLeaderCard(int) +startGame()

+startGame() +endTurn()

-editWarehouse()

-insertBoughtResources(List<Resource>)
-fromMarblesToResources(List<MarbleColor>):List<Resource>

-incrementFaithTrackPosition(Player)