**GameManager Class (Main Class):**

Attributes:

int numberOfPlayer

Player[] all = new Player[numberOfPlayer]

Bank gameBank

Area[] cityArea

Card[] personalityCards

Card[] cityAreaCards

Card[] EventsCards

PlayerCard[] playerCards

String FileName

Methods:

void start(int) // Parameter refers to number of players; if time permits, we’ll allow more details

void loadGameFile(String)

void saveGameFile(String)

void displayGameFile(String)

**Player:**

Attributes:

String name

String Color

int minion

int building

String personality

int money

List<String> currentCards

Methods:

void addMinion()

void addTroubleMarker()

void addBuilding()

void removeMinion()

void removeTroubleMarker()

void removeBuilding()

void takeMoney()

String getCurrentState()

**Bank:**

Attributes:

int balance

Methods:

withdraw()

**Area:**

Attribute:

String name

int number

int buildingCost

int numberDemons

int numberTrolls

int[] minions //indicates how many minions each player has in that area

Methods:

void setEntityName()

boolean hasTroubleMarker()

Integer getBuildingOwner()

void addMinion( int playerID, int count )

void removeMinion( int playerID, int count )

void addBuilding( int playerID )

void removeBuilding( int playerID )

void addTroubleMarker()

void removeTroubleMarker()

String getCurrentState()

**Card:**

Attributes:

String name

Methods:

(none)

**PlayerCard (inherits Card):**

Attributes:

String colour

Methods:

(none)