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Catan
+ Catan()
+ ~Catan()
+ void run()
+ void resetClickPosition()
+ void setMenu(bool menu)
+ bool isMenu() const
+ void nextTurn()
+ void buySettlement()
+ void buyRoad()
+ bool canBuildRoad()
  const
+ bool canBuildSettlement
  () const
+ int getPlayerCount
  () const
+ void incrementPlayerCount()
+ void decrementPlayerCount()
+ void rollDice()
+ void giveRandomCard()
+ void handleCardUse
  (Card card)
+ void initiateTrade
  (int target)
+ bool proposeTrade(int
  targetPlayer, const
  std::map< ResourceType,
  int > &offer, const std
  ::map< ResourceType, int
   > &request)
+ void acceptTrade()
+ void declineTrade()
+ Player * getCurrentPlayer()
+ Player * getPlayer
  (int playerIndex)
+ int getCurrentPlayerIndex
  () const
+ void setTrading(bool
  trading)
+ bool getTrading() const
+ bool bankTrade(ResourceType
   giveResource, ResourceType
   getResource, int giveAmount=4)
+ bool isBankTrading
  () const
+ void setBankTrading
  (bool trading)
+ void restartBoard()
                  #game
              Menu
 # sf::RenderWindow *
   window
 # sf::View * view
 # sf::Font font
 # float xPart
 # float yPart
 # sf::Vector2f mousePosition
 # const float BUTTON
   _PADDING
                    SCALE
 # const float TITLE
 # const float BUTTON
   _SCALE
 # const unsigned int
    TITLE_SIZE
 # const unsigned int
    REGULAR_BUTTON_SIZE
 # const unsigned int
    SMALL BUTTON SIZE
 # const sf::Color NORMAL
   _COLOR
 # const sf::Color HOVER
    COLOR
 # const sf::Color ACTIVE
   _COLOR
 # const sf::Color INACTIVE
    COLOR
 + Menu(sf::RenderWindow
    window, sf::View *view,
    Catan *game)
 + virtual ~Menu()=default
 + virtual void draw()=0
 + virtual void update
   (sf::Vector2f mousePosition)=0
 # void updateMousePosition()
 # sf::Vector2f getCenterPosition
   () const
 # float getXPos(float
    multiplier) const
 # float getYPos(float
    multiplier) const
```