Board

+ Board(sf::RenderWindow *window, std::unordered_map< std::string, sf::Texture > *textures)

+ ~Board()

+ void update(int currentPlayerID)

+ void draw()

+ bool placeRoad(Player *player, sf::Vector2f clickPosition)

+ bool placeSettlement (Player *player, sf::Vector2f clickPosition)

+ void setSetupPhase (bool setupPhase)

+ void setplacingRoad (bool placingRoad)

+ void setplacingSettlement (bool placingSettlement)

+ void produceResource (int diceNumber)

+ bool placeRobber(sf::Vector2f position)

+ std::vector< Player * > getPlayersAtHex (Hex *hex)

+ void moveRobber(sf::Vector2f position)

+ Hex * getRobberHex () const

+ int getLongestRoadLength (int playerID) const