## Vertex

+ Vertex(sf::RenderWindow *window, int number)
+ ~Vertex()
+ void update(const sf ::Vector2f &mousePosition)
+ void draw()
+ void placeSettlement (Settlement *settlement)
+ sf::FloatRect getBox () const
+ bool getAvailability () const
+ bool isHightlighted () const
+ void setHighlight(bool highlight)
+ void setAvailability (bool availability)
+ bool isOwnedByPlayer (int playerID) const
+ bool isOwned() const
+ void addResource(Resource Type resourceType)
+ Player * getOwner() const