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()