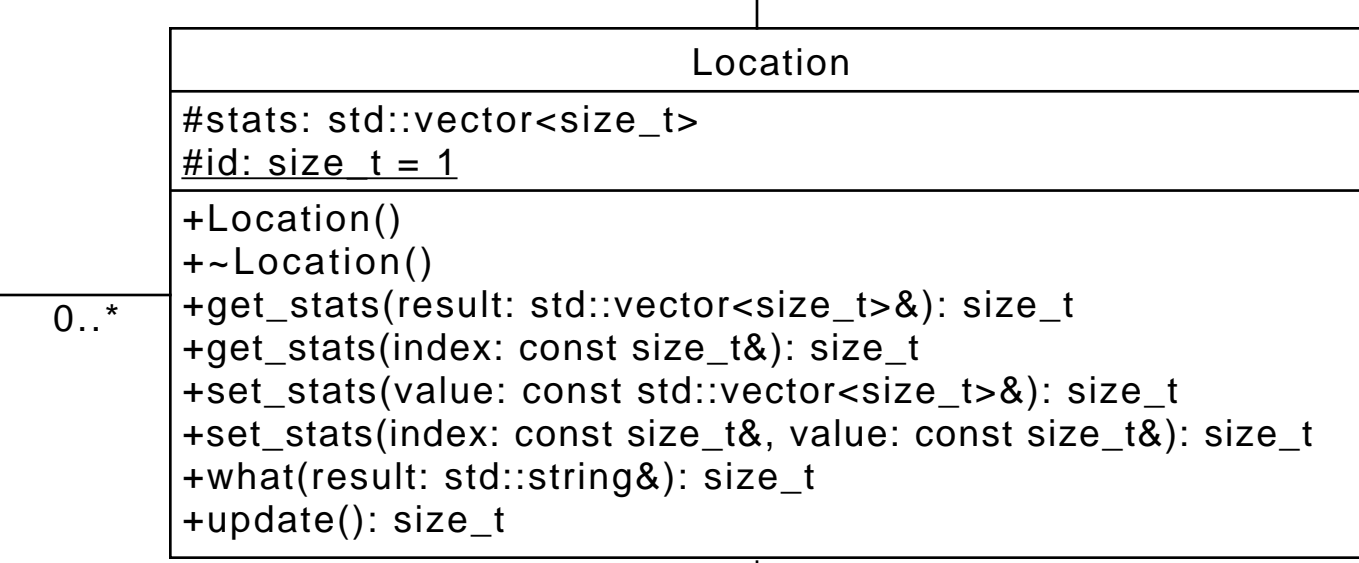
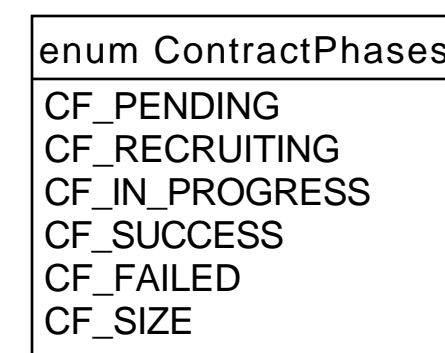


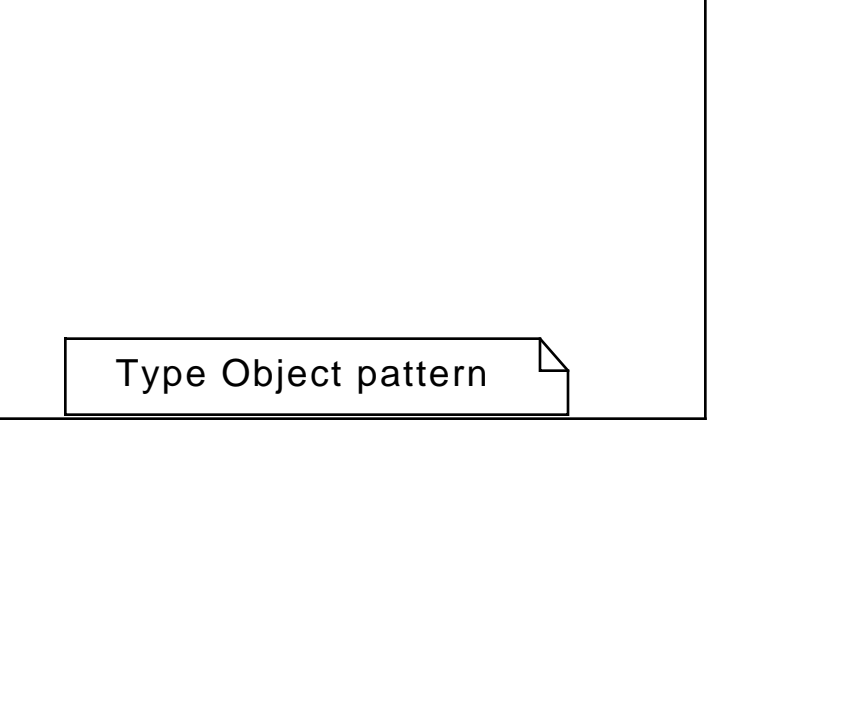
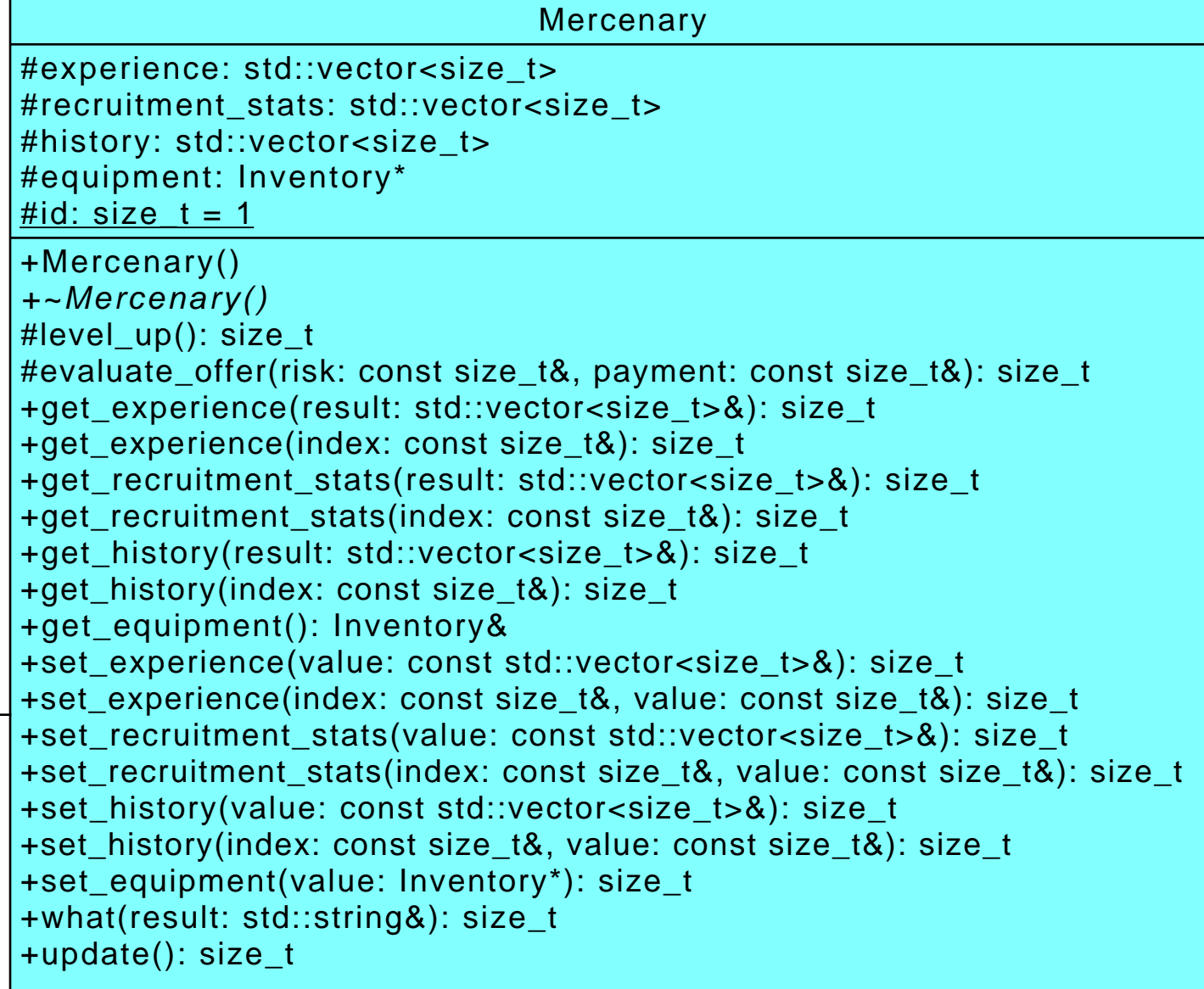
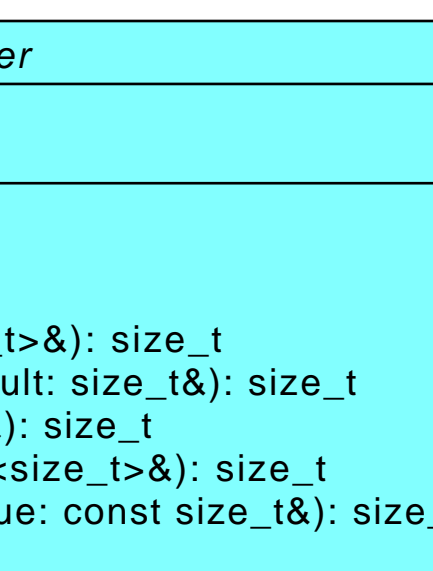
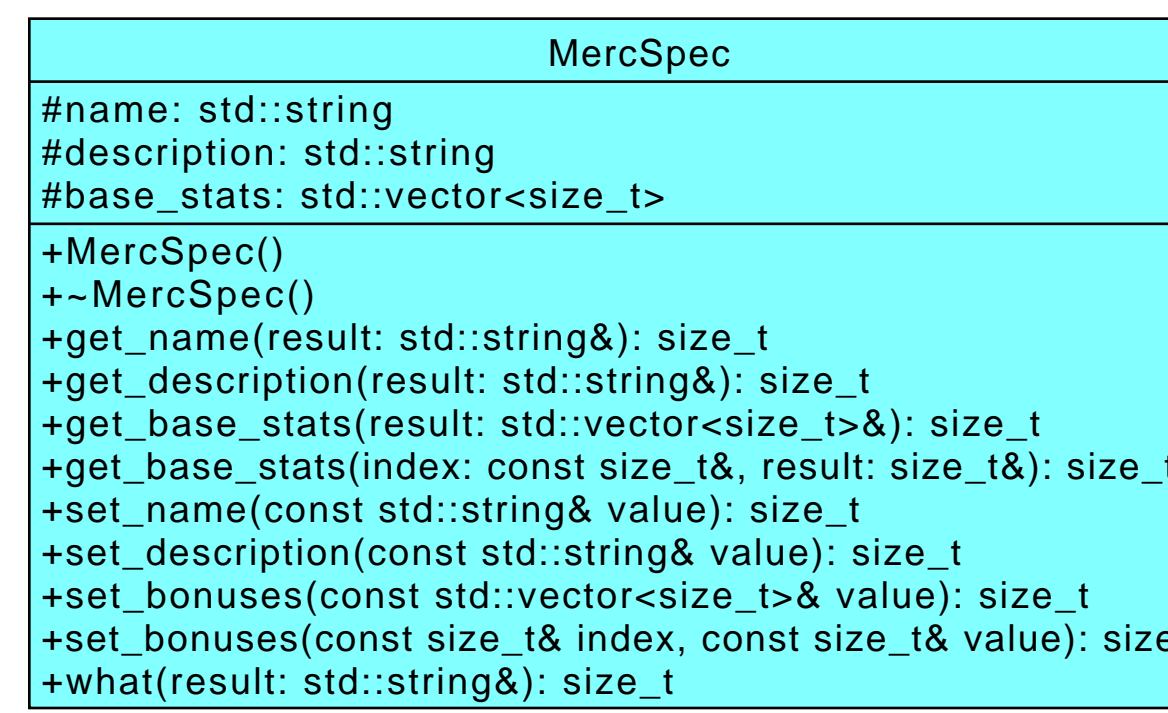
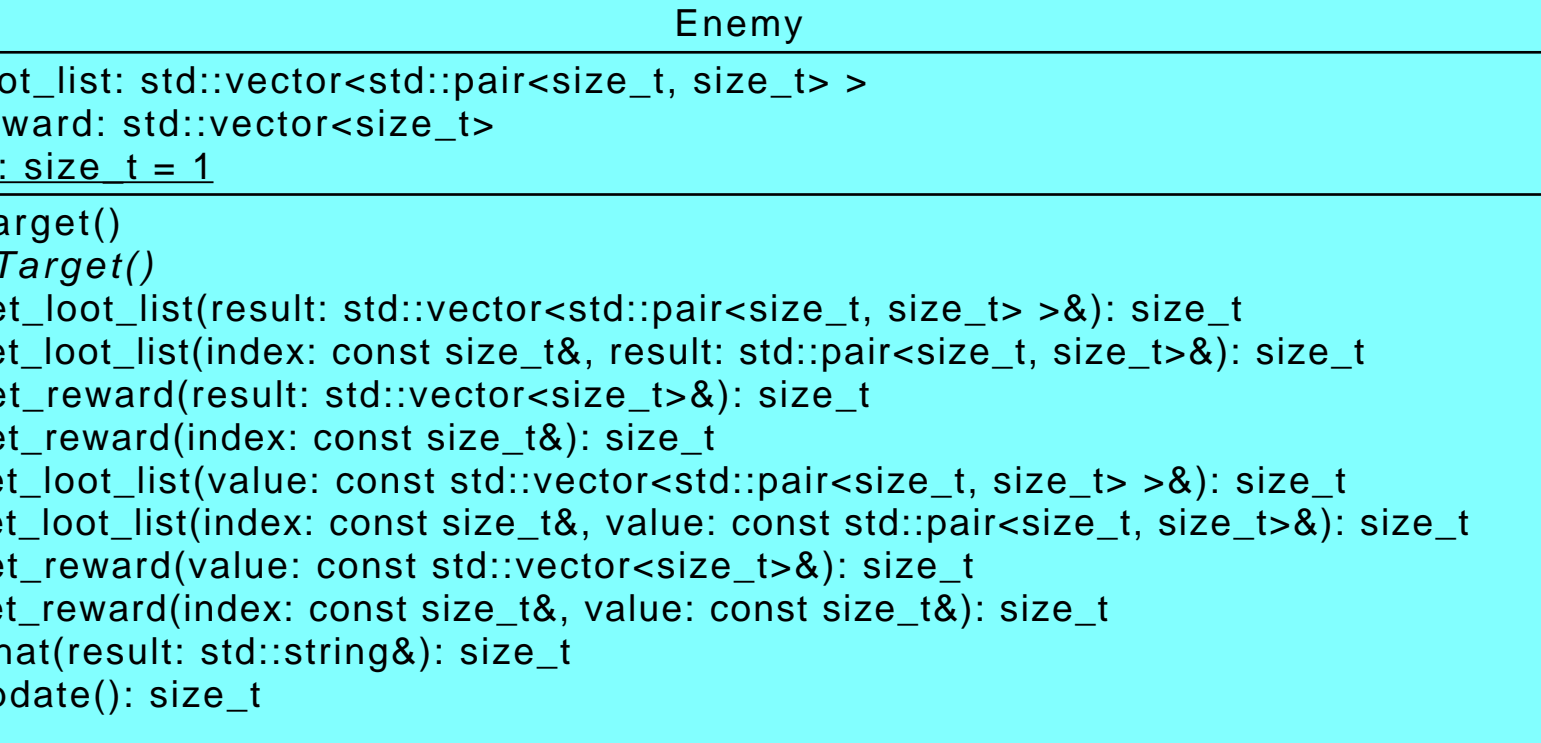
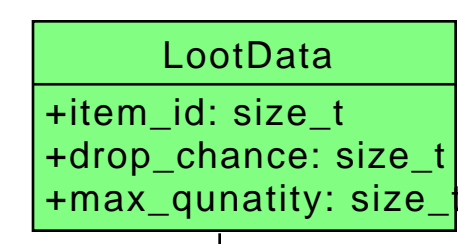
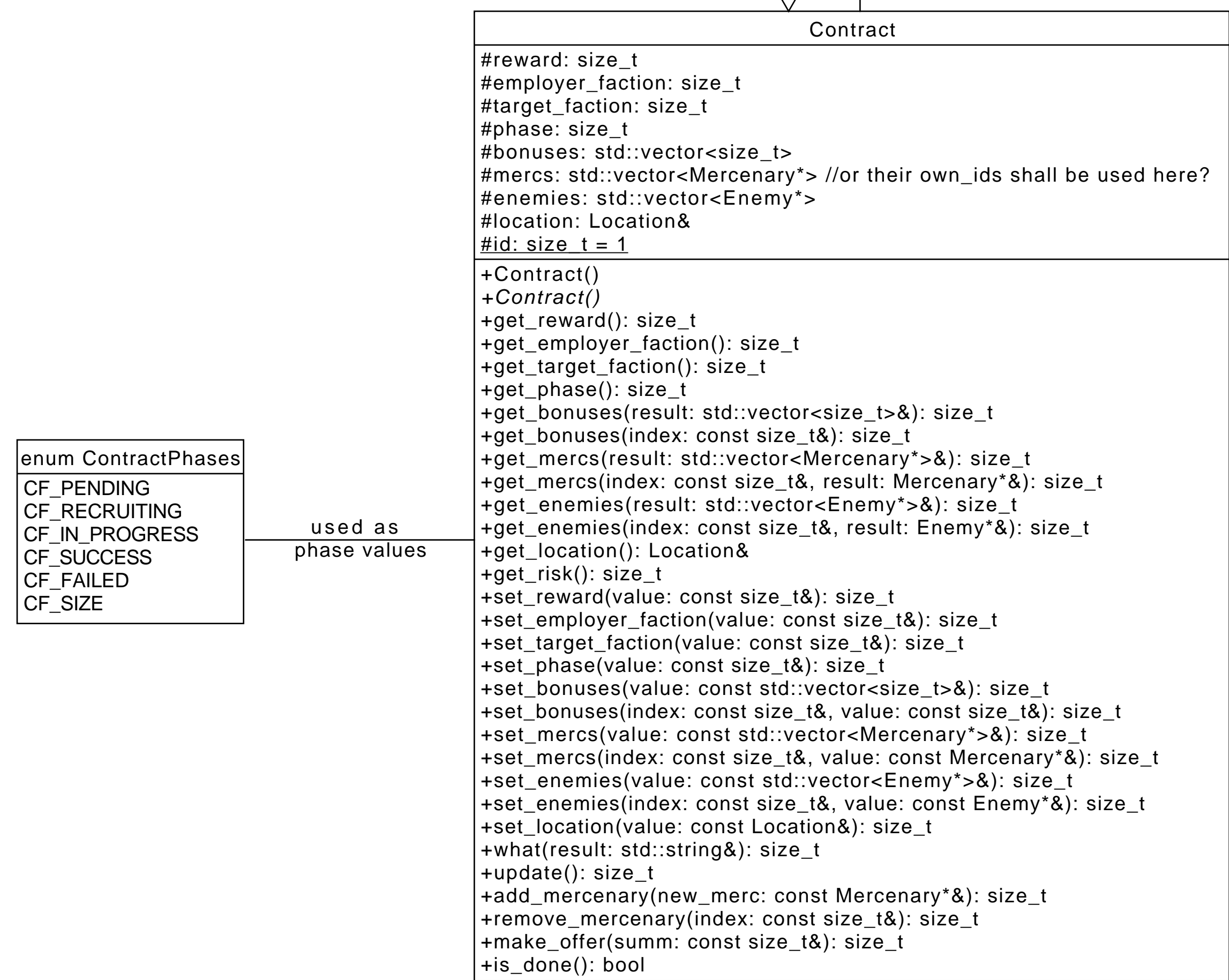
Actual questions:
-Game mode: real-time or turn-based?
-Engine for visualization? (proposal: Irrlicht)
-packages for data storage?
(proposals: sql database (via sqlite framework),
json file(s) (via jsoncpp framework))



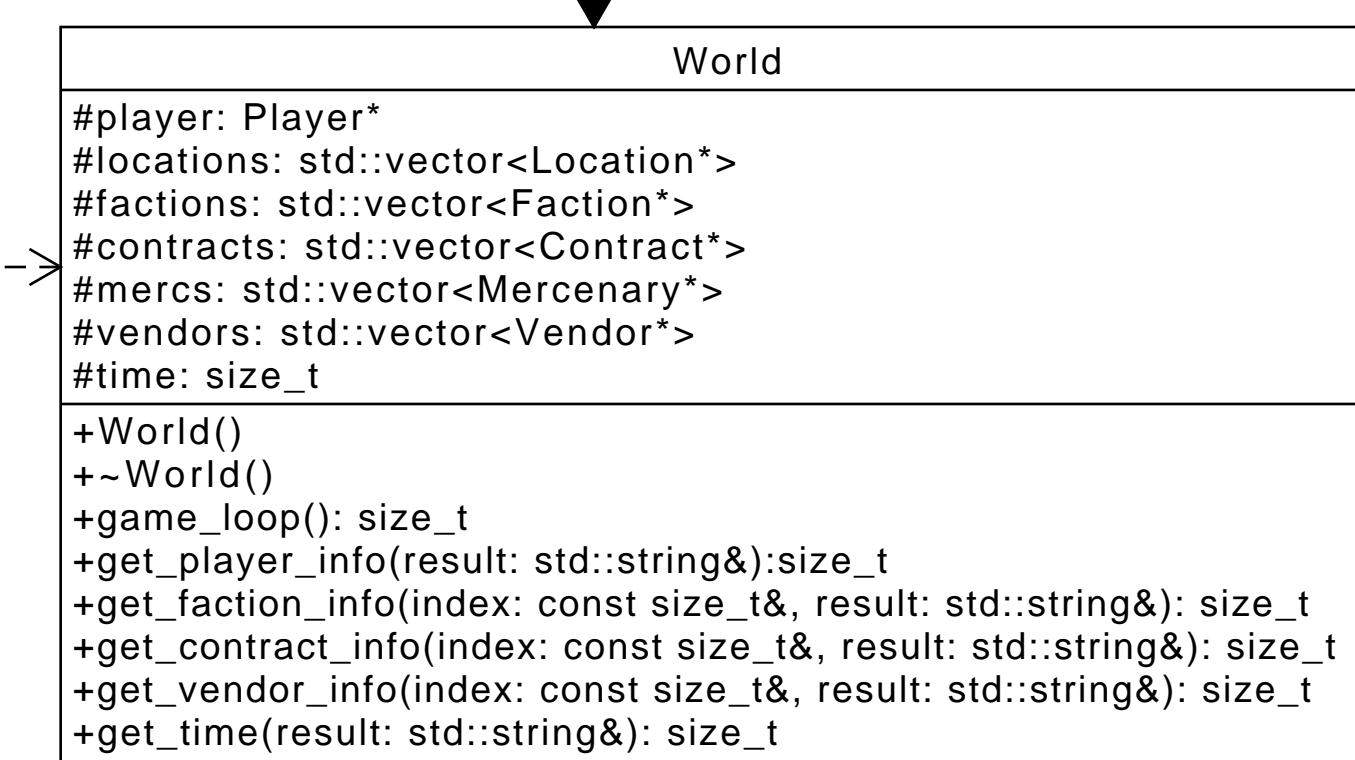
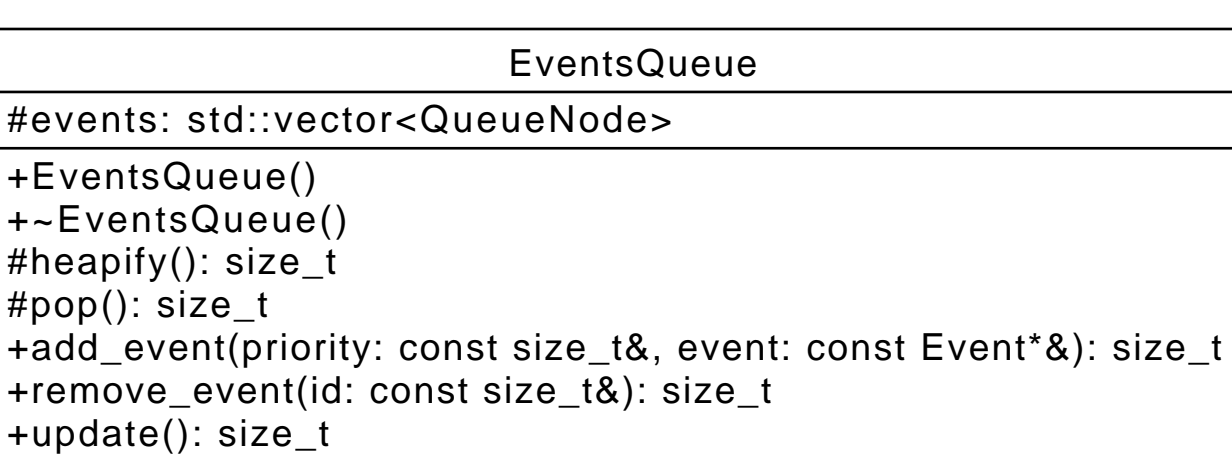
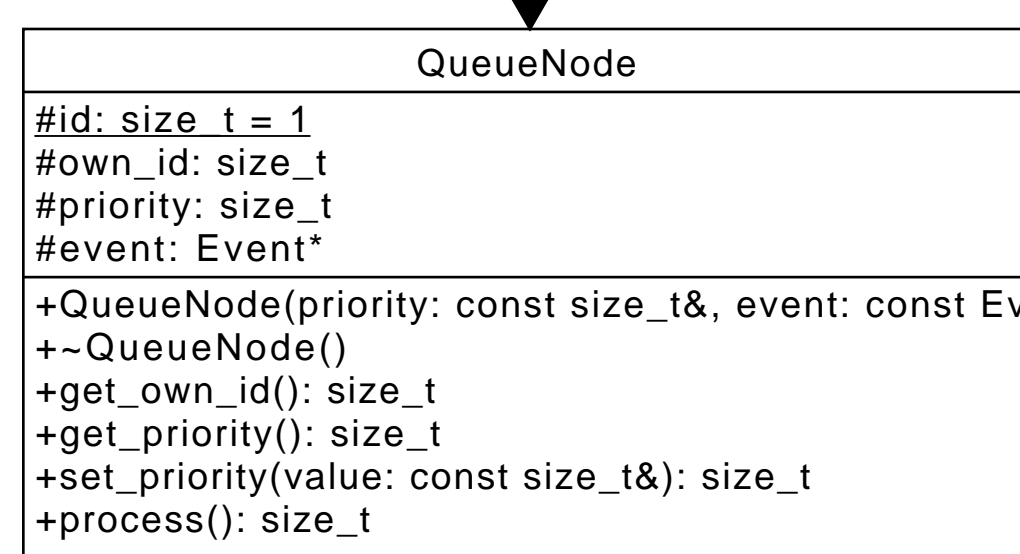
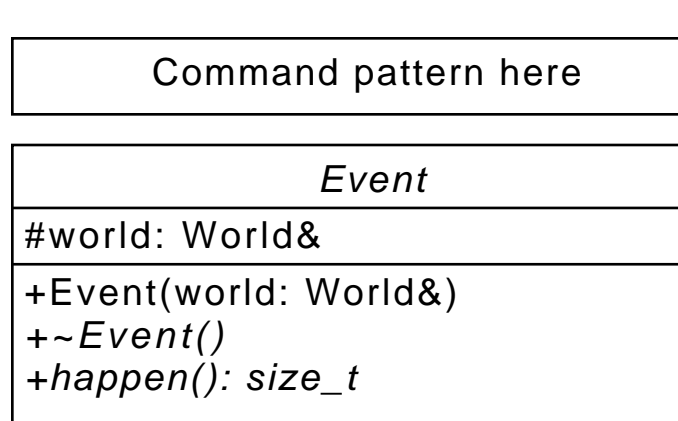
Type Object pattern



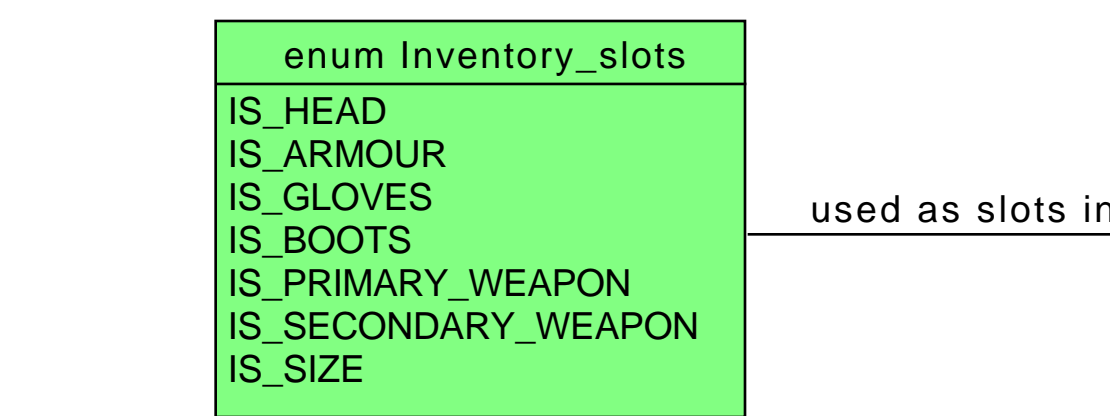
used as phase values



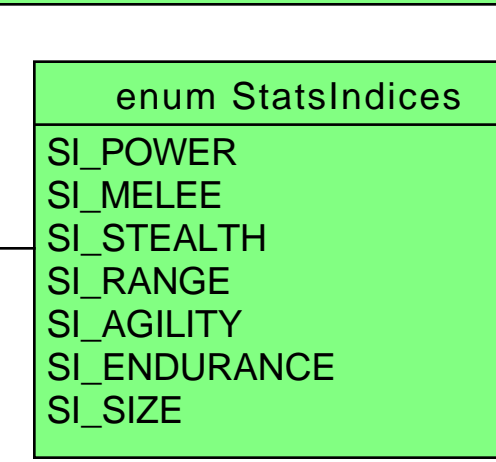
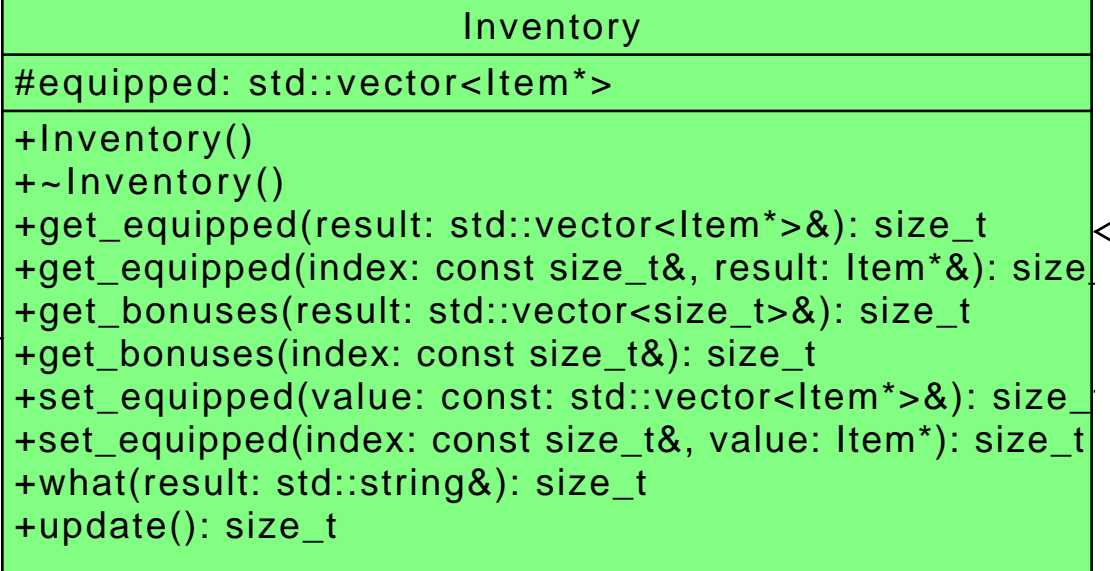
Not the best decision, other ways to provide Event's derivatives with access to World's protected fields?



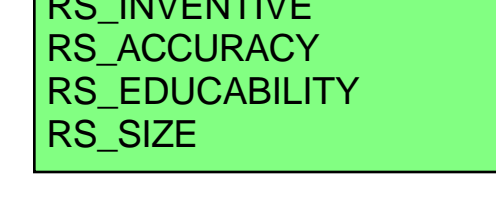
changes state



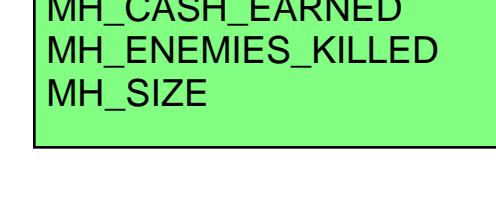
used as equipped indices



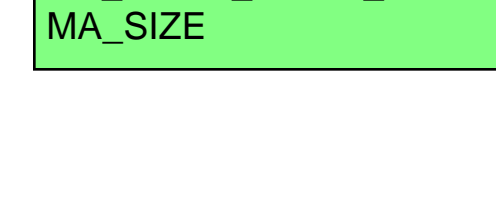
used as bonuses indices



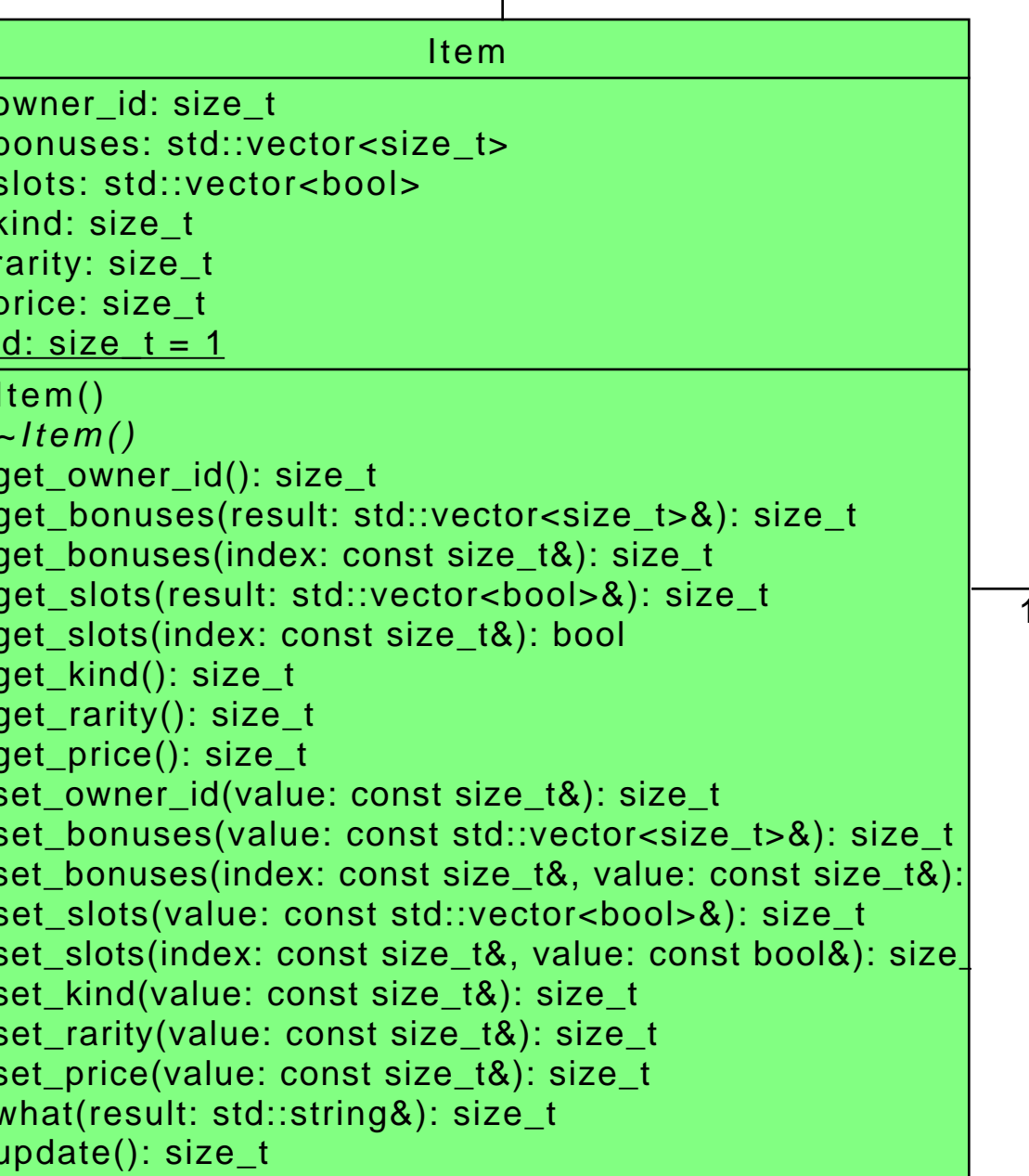
used as recruitment stats indices



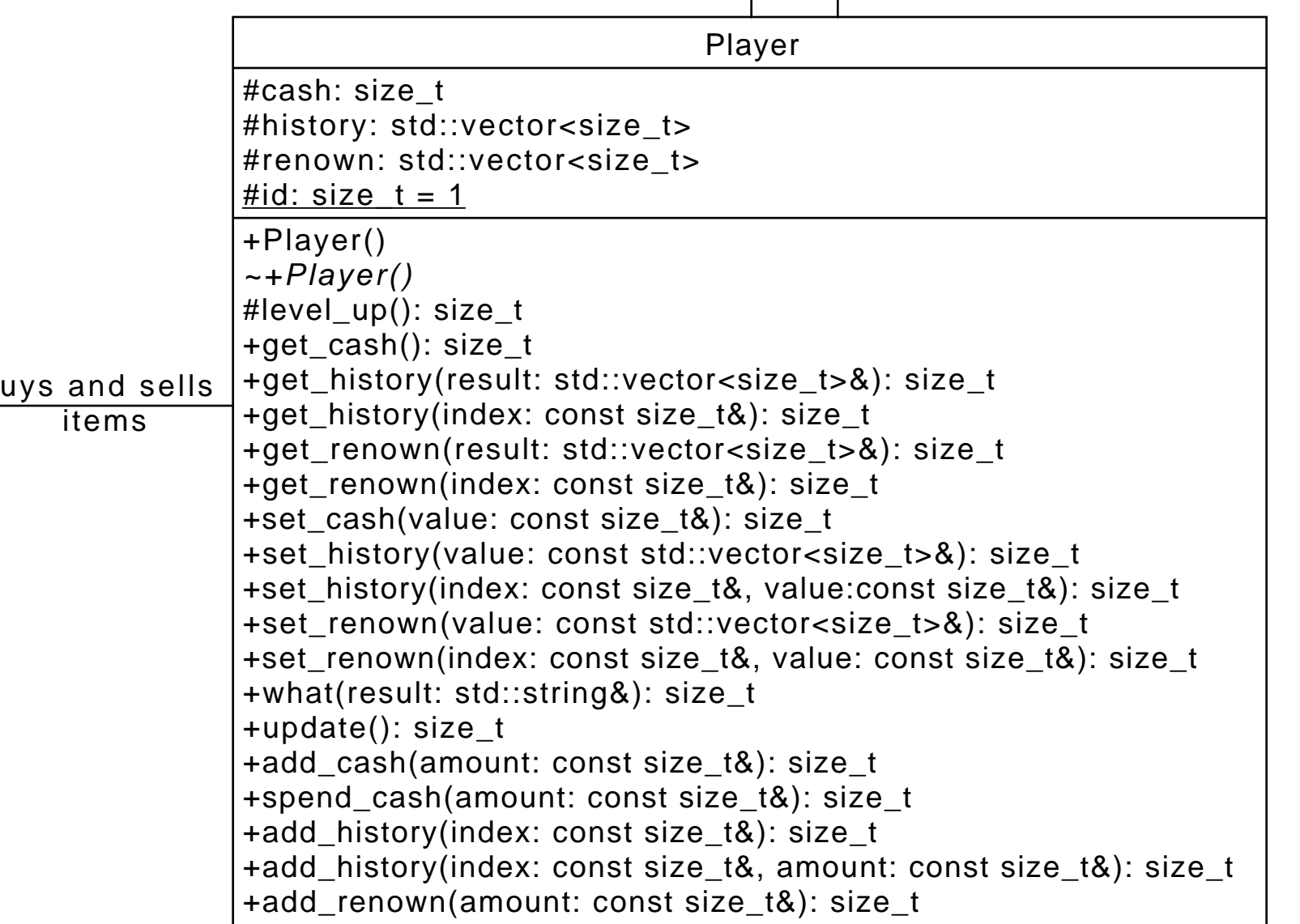
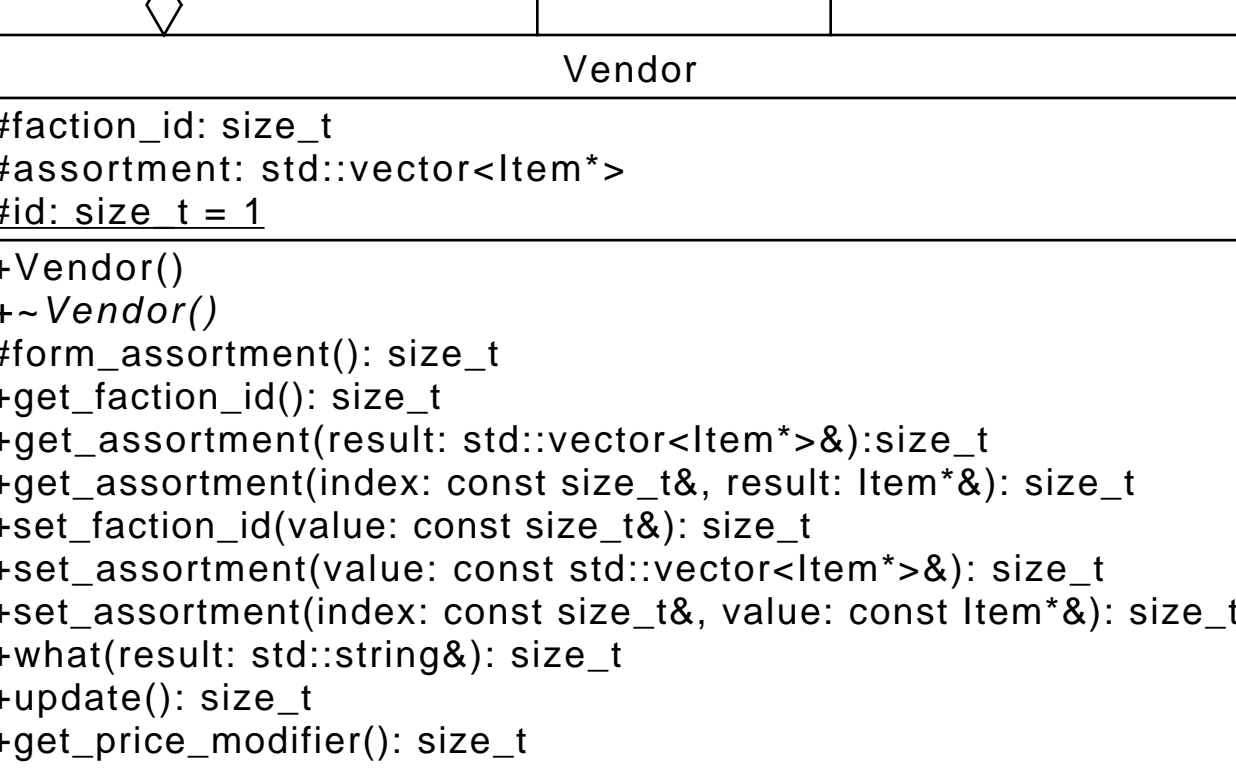
used as history indices



used as offer return values



used as rarity values



buys and sells items