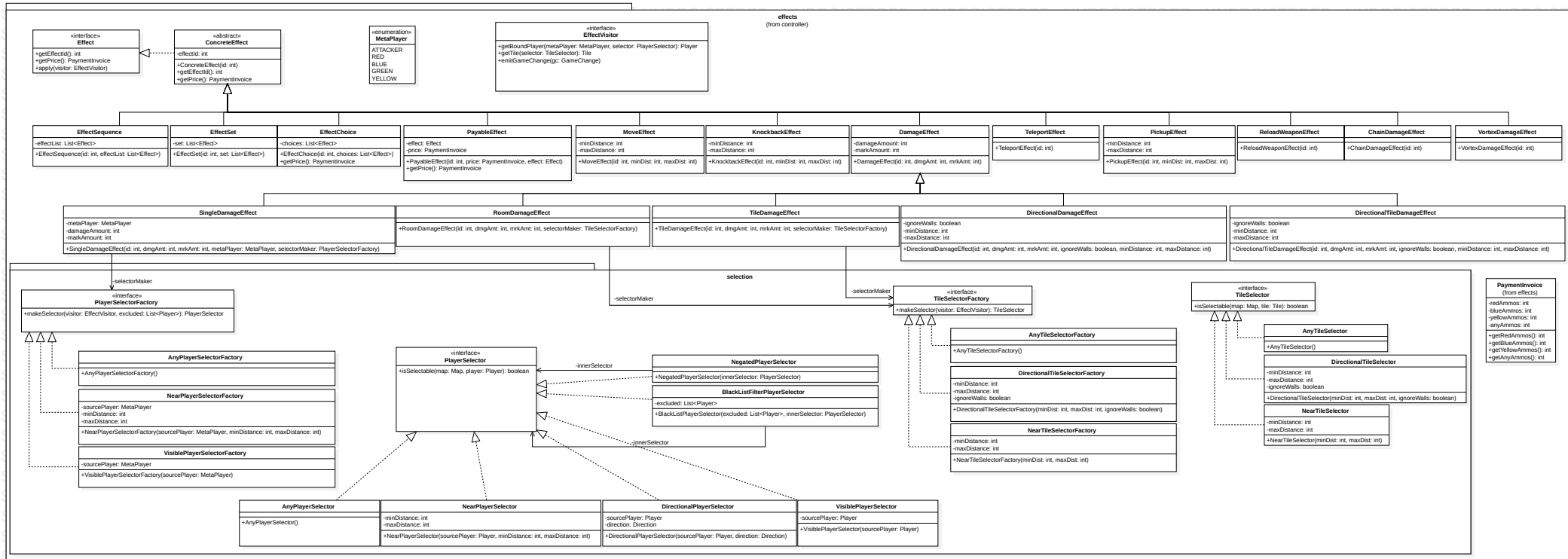
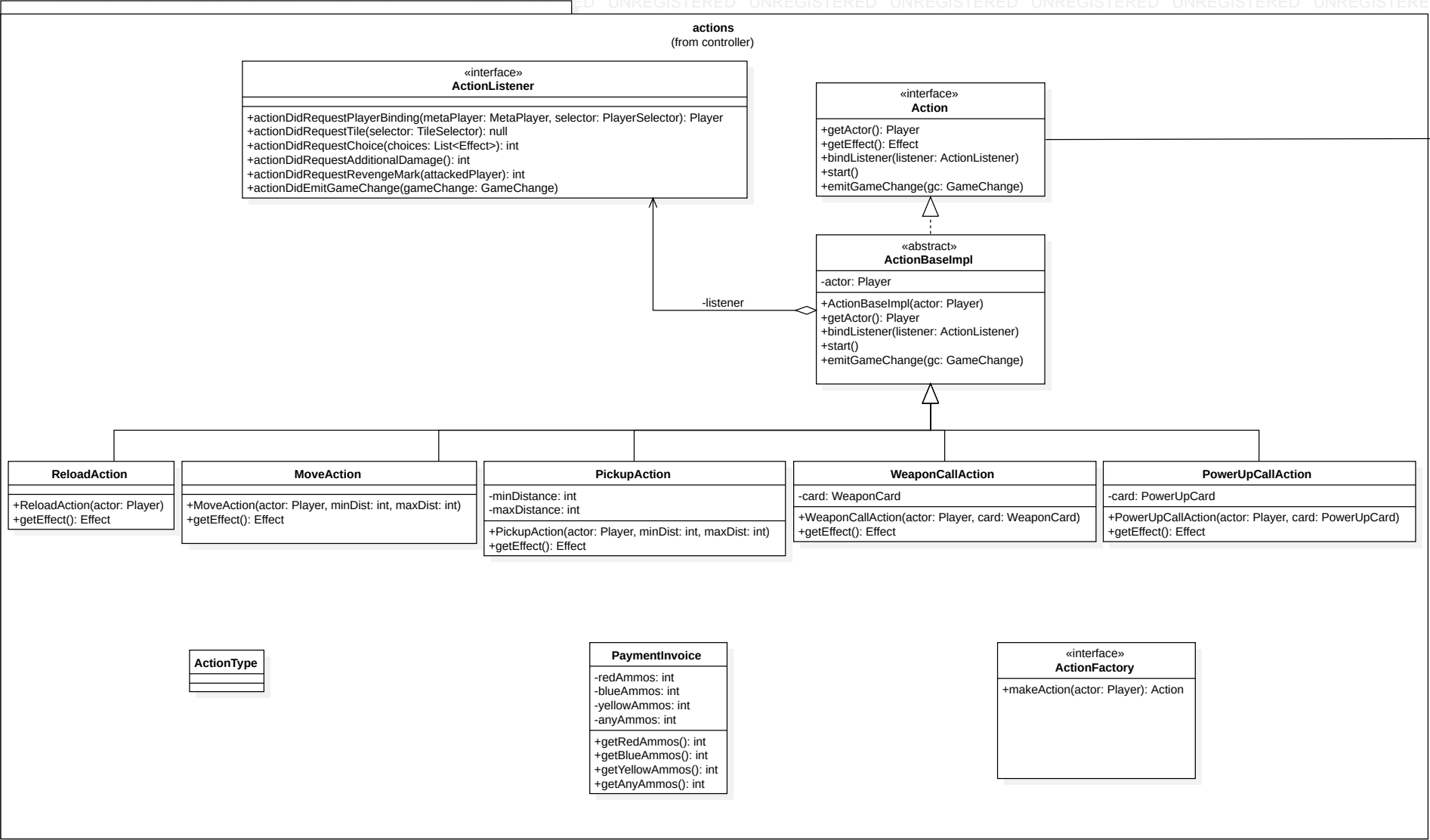
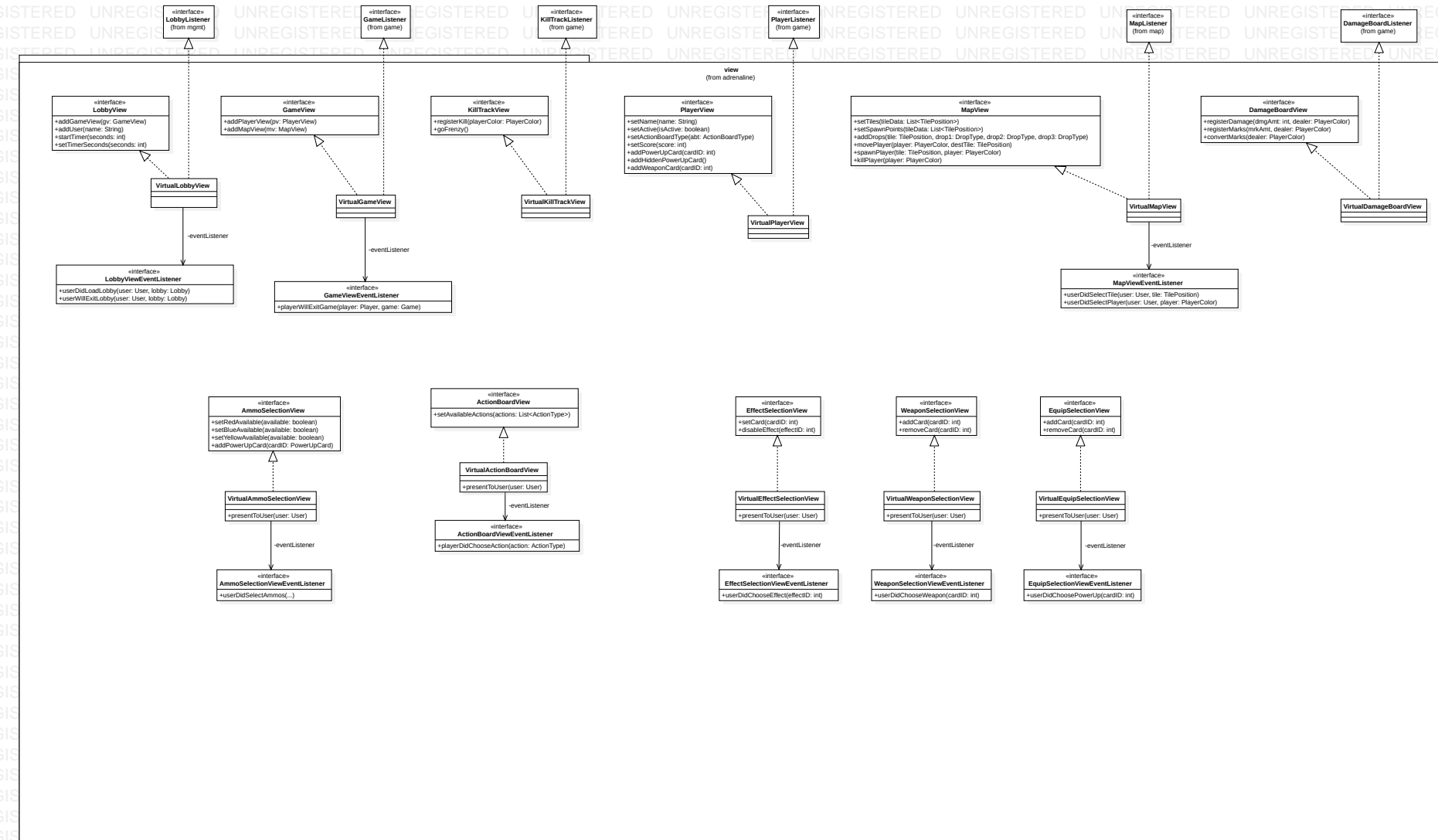


Model-View-Controller Framework for Game Effects and Selection







interaction Action Listening

USER

efc: Effect

visitor: Action

L: ActionListener

alt Information Exchange

[additional information required]

[game change ready]

loop Effect Tree Visit

[for each inner effect]

