TheTraitor::Action

+ virtual ~Action()=default

+ void execute(Player
&player, Player &target)
const

+ virtual std::string
getLogMessage(const
Player &player, const
Player &target) const =0

+ int getEffectToPlayer
() const

+ int getEffectToTarget
() const

+ CountryStatType getEffected
StatType() const

Action(int effectPlayer,
int effectTarget, CountryStat
Type type)

TheTraitor::JointResearch

+ JointResearch()

+ std::string getLogMessage
(const Player &player,
const Player &target) const
override