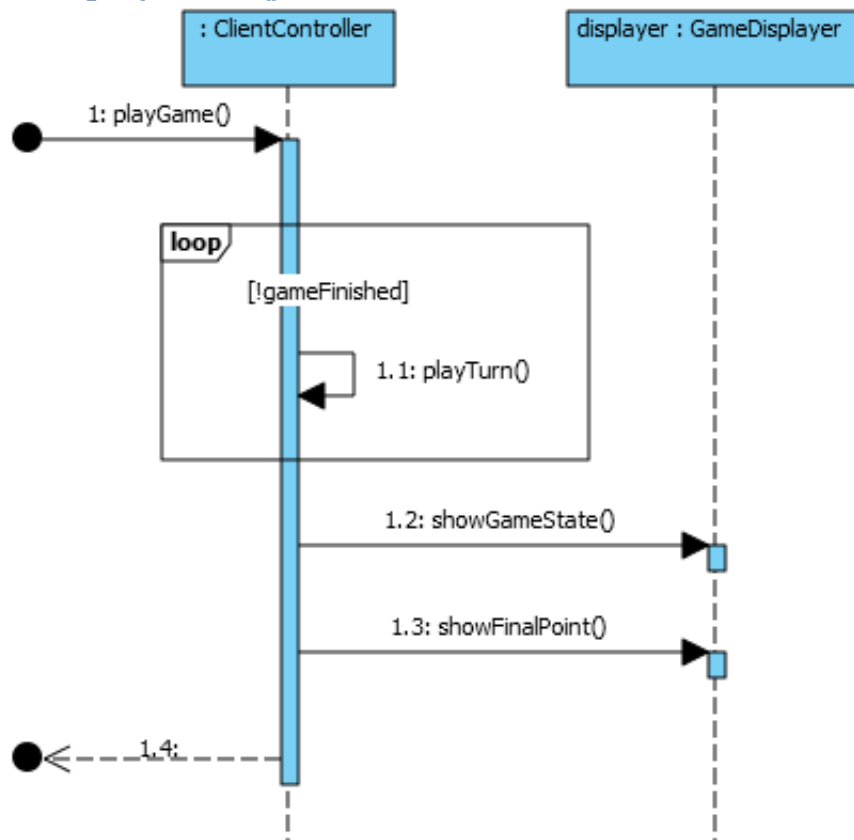


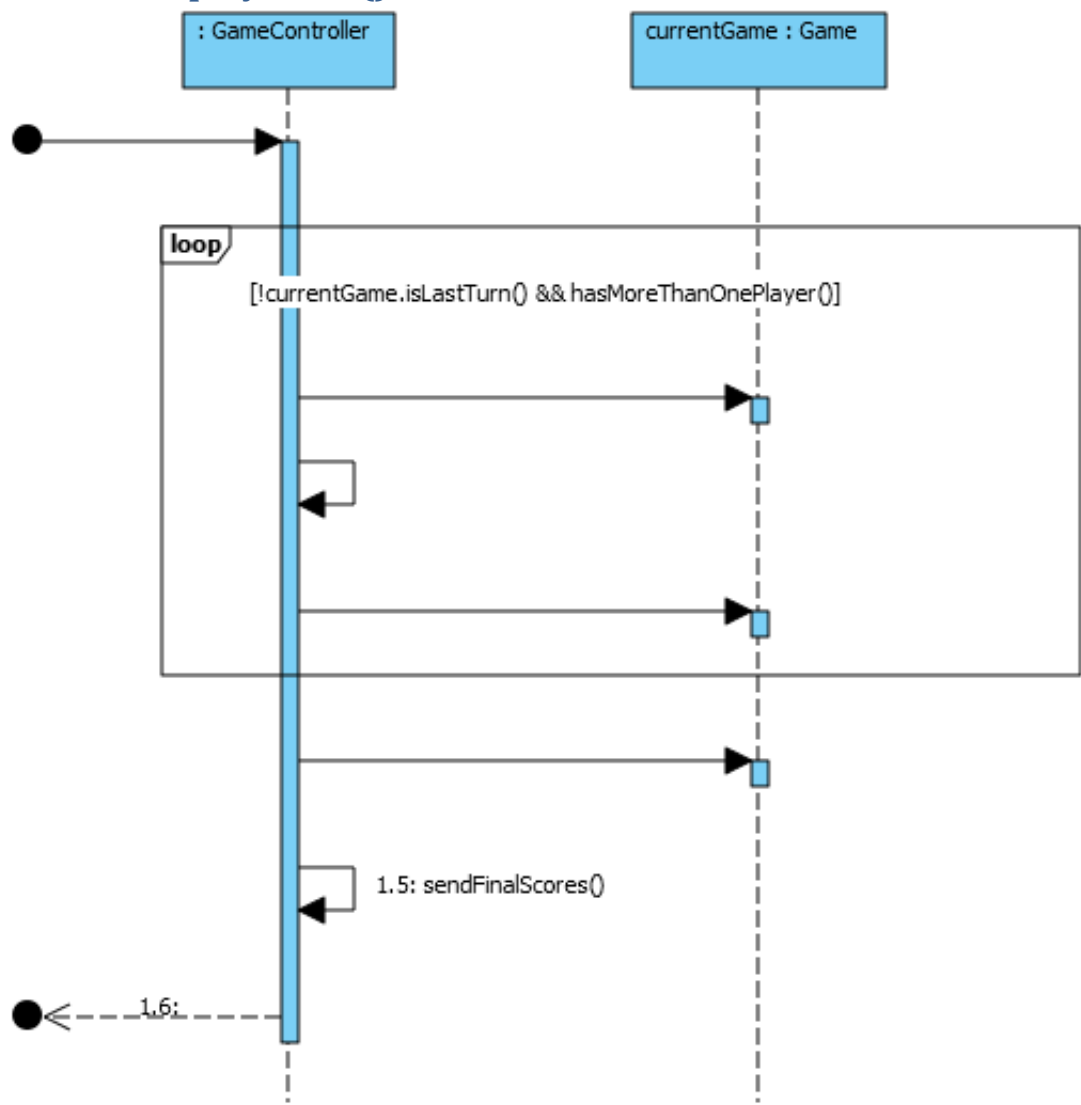
```

classDiagram
    class PieceOfTrack {
        <<abstract>>
        <<abstract>> +TrackName() string
        <<abstract>> +id() int
        <<abstract>> +color() string
        <<abstract>> +shape() string
    }
    class Track {
        +trackName() string
        +trackType() string
        +trackColor() string
        +trackShape() string
        +trackId() int
        +trackPosition() string
        +trackConnections() list
    }
    class CardPosition {
        +cardPositionCode() string
        +cardPositionName() string
        +cardPositionColor() string
        +cardPositionShape() string
    }
    class ConnectionType {
        +connectionTypeCode() string
        +connectionTypeName() string
        +connectionTypeColor() string
        +connectionTypeShape() string
    }
    class TileConnection {
        +tileConnectionCode() string
        +tileConnectionName() string
        +tileConnectionColor() string
        +tileConnectionShape() string
    }
    class Tile {
        +tileCode() string
        +tileName() string
        +tileColor() string
        +tileShape() string
        +tilePosition() string
        +tileConnections() list
    }
    class NodePlayer {
        +nodePlayerCode() string
        +nodePlayerName() string
        +nodePlayerColor() string
        +nodePlayerShape() string
    }
    class AbstractTile {
        +abstractTileCode() string
        +abstractTileName() string
        +abstractTileColor() string
        +abstractTileShape() string
    }
    class Game {
        +gameCode() string
        +gameName() string
        +gameColor() string
        +gameShape() string
        +gamePosition() string
        +gameConnections() list
    }
    class Color {
        +colorCode() string
        +colorName() string
        +colorColor() string
        +colorShape() string
    }
    class Deck {
        +deckCode() string
        +deckName() string
        +deckColor() string
        +deckShape() string
    }
    class AbstractTrack {
        +abstractTrackCode() string
        +abstractTrackName() string
        +abstractTrackColor() string
        +abstractTrackShape() string
    }
    class Position {
        +positionCode() string
        +positionName() string
        +positionColor() string
        +positionShape() string
    }
    PieceOfTrack <|-- Track
    PieceOfTrack <|-- CardPosition
    PieceOfTrack <|-- ConnectionType
    PieceOfTrack <|-- TileConnection
    PieceOfTrack <|-- Tile
    PieceOfTrack <|-- NodePlayer
    PieceOfTrack <|-- AbstractTile
    PieceOfTrack <|-- Game
    PieceOfTrack <|-- Color
    PieceOfTrack <|-- Deck
    PieceOfTrack <|-- AbstractTrack
    PieceOfTrack <|-- Position
    Track --> CardPosition
    Track --> ConnectionType
    Track --> TileConnection
    Track --> Tile
    Track --> NodePlayer
    Track --> AbstractTile
    Track --> Game
    Track --> Color
    Track --> Deck
    Track --> AbstractTrack
    Track --> Position
    CardPosition --> ConnectionType
    CardPosition --> TileConnection
    CardPosition --> Tile
    CardPosition --> NodePlayer
    CardPosition --> AbstractTile
    CardPosition --> Game
    CardPosition --> Color
    CardPosition --> Deck
    CardPosition --> AbstractTrack
    CardPosition --> Position
    ConnectionType --> TileConnection
    ConnectionType --> Tile
    ConnectionType --> NodePlayer
    ConnectionType --> AbstractTile
    ConnectionType --> Game
    ConnectionType --> Color
    ConnectionType --> Deck
    ConnectionType --> AbstractTrack
    ConnectionType --> Position
    TileConnection --> Tile
    TileConnection --> NodePlayer
    TileConnection --> AbstractTile
    TileConnection --> Game
    TileConnection --> Color
    TileConnection --> Deck
    TileConnection --> AbstractTrack
    TileConnection --> Position
    Tile --> NodePlayer
    Tile --> AbstractTile
    Tile --> Game
    Tile --> Color
    Tile --> Deck
    Tile --> AbstractTrack
    Tile --> Position
    NodePlayer --> AbstractTile
    NodePlayer --> Game
    NodePlayer --> Color
    NodePlayer --> Deck
    NodePlayer --> AbstractTrack
    NodePlayer --> Position
    AbstractTile --> Game
    AbstractTile --> Color
    AbstractTile --> Deck
    AbstractTile --> AbstractTrack
    AbstractTile --> Position
    Game --> Color
    Game --> Deck
    Game --> AbstractTrack
    Game --> Position
    Color --> Deck
    Color --> AbstractTrack
    Color --> Position
    Deck --> AbstractTrack
    Deck --> Position
    AbstractTrack --> Position
    Position --> Position
  
```

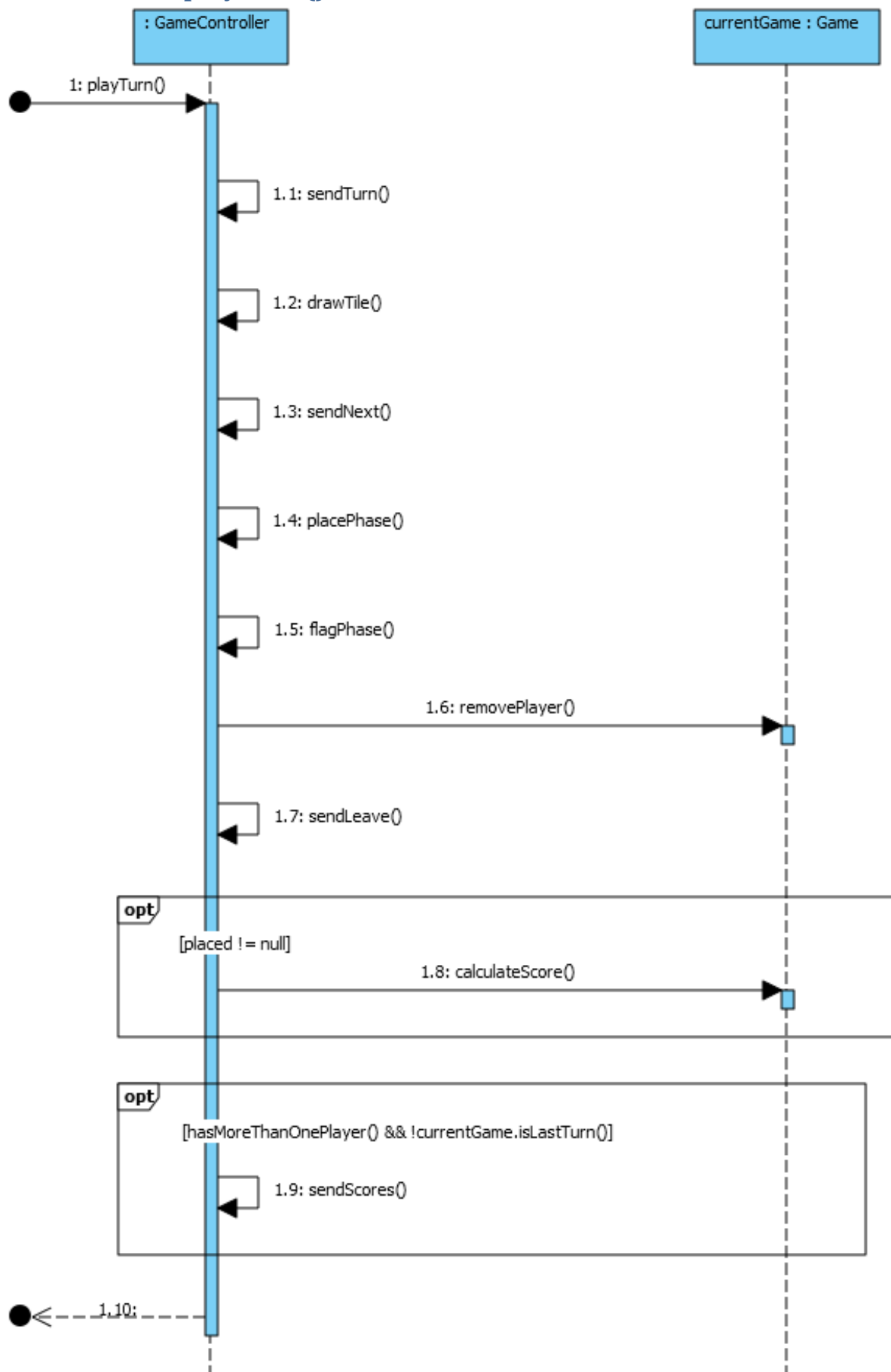
The diagram illustrates the relationships between various components of a game engine. The classes are organized into a hierarchy where more general classes (like PieceOfTrack) are at the top, and more specific classes (like Track, CardPosition, etc.) inherit from them. The diagram also shows associations between classes, such as the relationship between Track and CardPosition, or between CardPosition and ConnectionType. The classes are represented by rectangles with a header section containing the class name and a body section containing the attributes and methods. The relationships are represented by lines with open or filled arrowheads indicating the direction of the association.



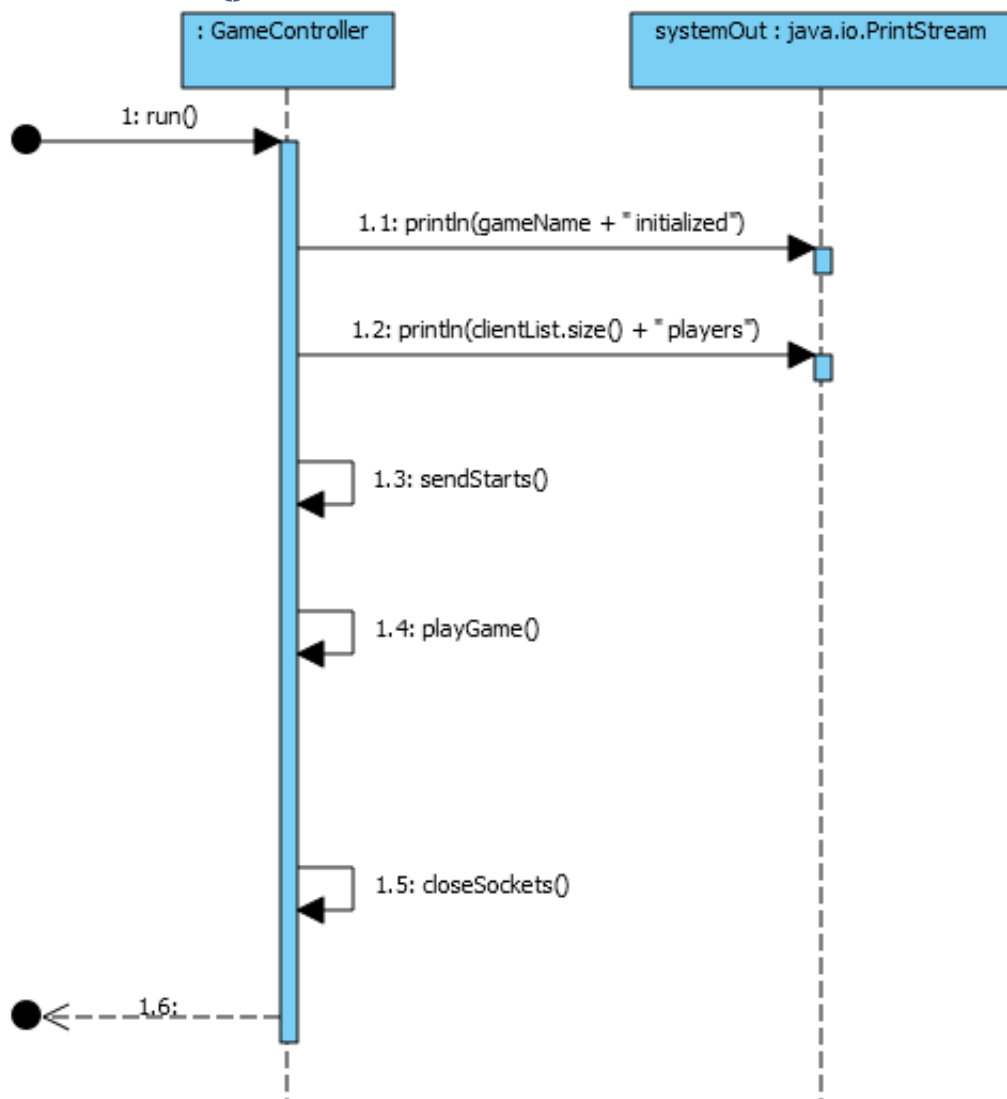
GameController.playGame()



GameController.playTurn()



GameController.run()



TextualController.playGame()

