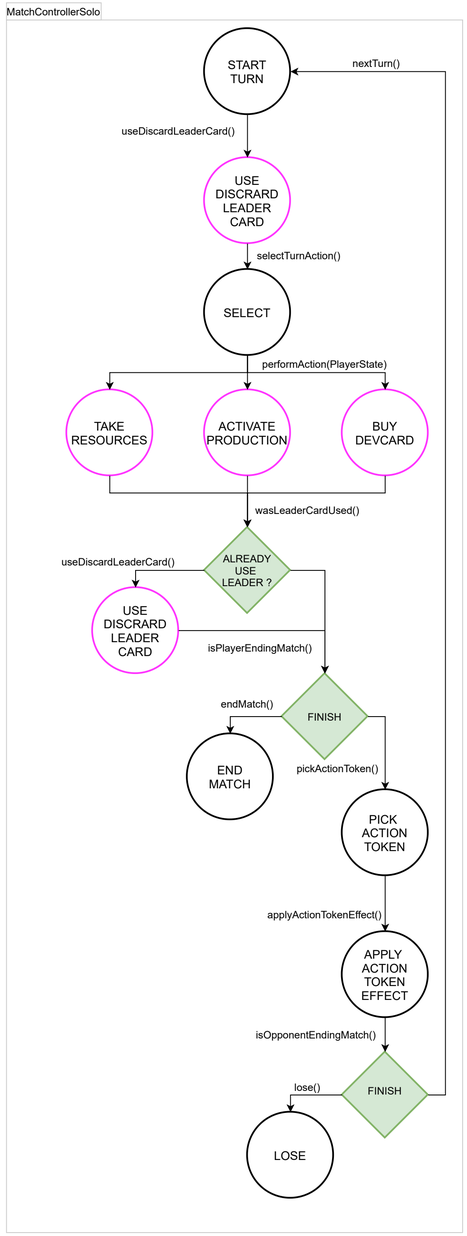
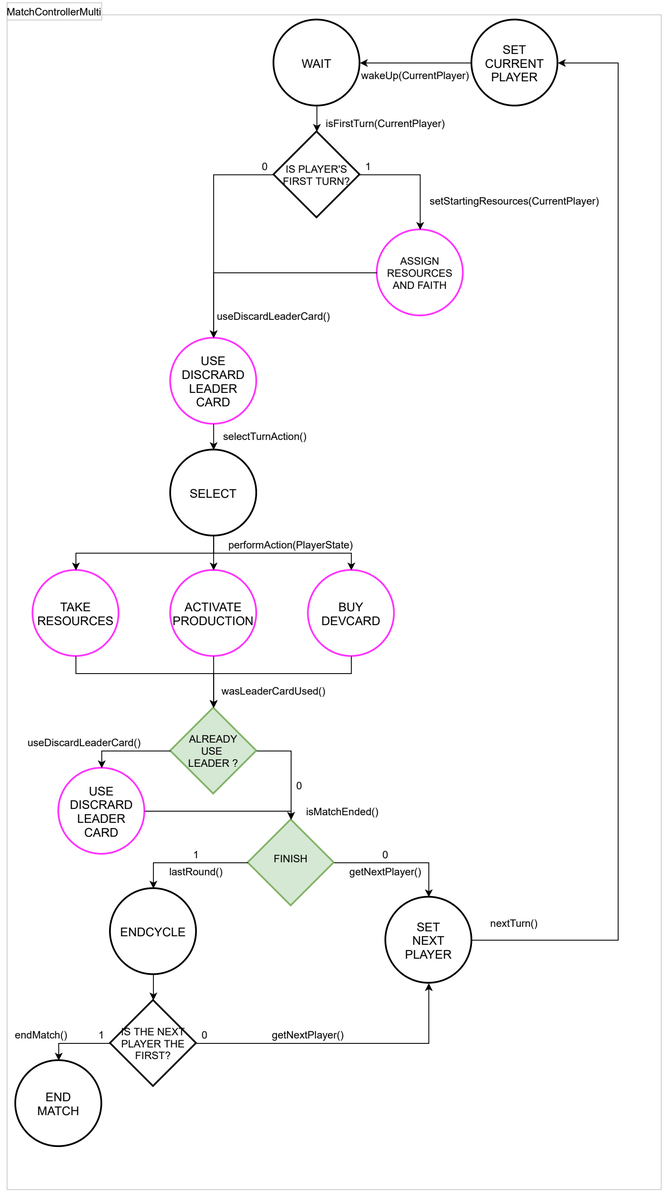
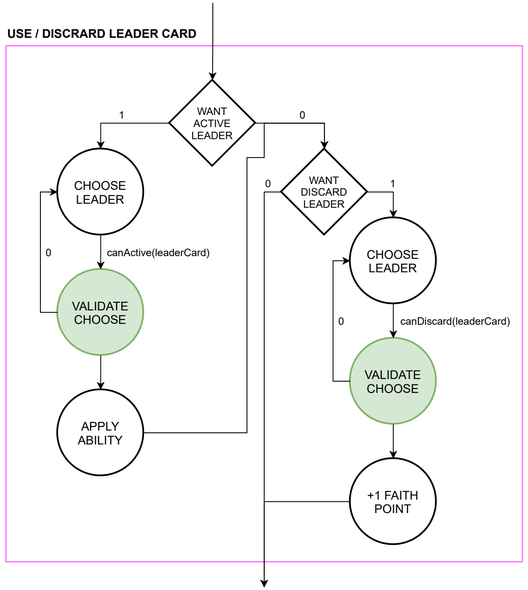
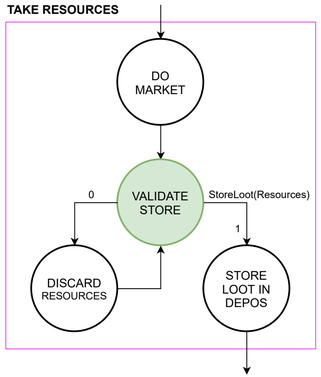
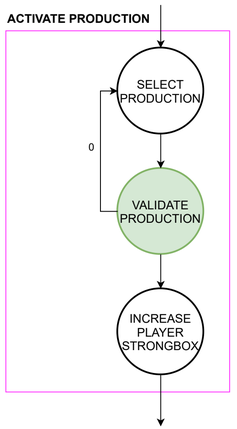
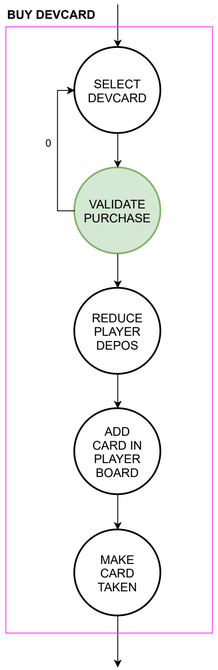

MatchControllerSolo
START TURN
nextTurn()
useDiscardLeaderCard()
USE DISCRARD LEADER CARD
selectTurnAction()
SELECT
performAction(PlayerState)
TAKE RESOURCES
ACTIVATE PRODUCTION
BUY DEVCARD
wasLeaderCardUsed()
useDiscardLeaderCard()
ALREADY USE LEADER ?
USE DISCRARD LEADER CARD
isPlayerEndingMatch()
endMatch()
FINISH
END MATCH
pickActionToken()
PICK ACTION TOKEN
applyActionTokenEffect()
APPLY ACTION TOKEN EFFECT
isOpponentEndingMatch()
lose()
FINISH
LOSE

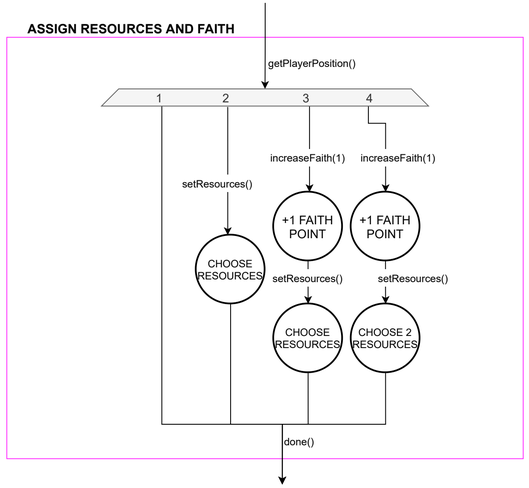

MatchControllerMulti
WAIT
wakeUp(CurrentPlayer)
SET CURRENT PLAYER
isFirstTurn(CurrentPlayer)
IS PLAYER'S FIRST TURN?
0
1
setStartingResources(CurrentPlayer)
ASSIGN RESOURCES AND FAITH
useDiscardLeaderCard()
USE DISCRARD LEADER CARD
selectTurnAction()
SELECT
performAction(PlayerState)
TAKE RESOURCES
ACTIVATE PRODUCTION
BUY DEVCARD
wasLeaderCardUsed()
useDiscardLeaderCard()
ALREADY USE LEADER ?
USE DISCRARD LEADER CARD
isMatchEnded()
FINISH
lastRound()
getNextPlayer()
ENDCYCLE
SET NEXT PLAYER
nextTurn()
endMatch()
IS THE NEXT PLAYER THE FIRST?
getNextPlayer()
END MATCH


USE / DISCRARD LEADER CARD
WANT ACTIVE LEADER
1
0
CHOOSE LEADER
canActive(leaderCard)
VALIDATE CHOOSE
APPLY ABILITY
WANT DISCARD LEADER
CHOOSE LEADER
canDiscard(leaderCard)
VALIDATE CHOOSE
+1 FAITH POINT


TAKE RESOURCES
DO MARKET
VALIDATE STORE
StoreLoot(Resources)
DISCARD RESOURCES
STORE LOOT IN DEPOS


ACTIVATE PRODUCTION
SELECT PRODUCTION
VALIDATE PRODUCTION
INCREASE PLAYER STRONGBOX


BUY DEVCARD
SELECT DEVCARD
VALIDATE PURCHASE
REDUCE PLAYER DEPOS
ADD CARD IN PLAYER BOARD
MAKE CARD TAKEN


ASSIGN RESOURCES AND FAITH
getPlayerPosition()
1
2
3
4
setResources()
increaseFaith(1)
increaseFaith(1)
CHOOSE RESOURCES
+1 FAITH POINT
+1 FAITH POINT
setResources()
setResources()
CHOOSE RESOURCES
CHOOSE 2 RESOURCES
done()