**State of game when it was forked from master** [**ygoduelistharry**](https://github.com/ygoduelistharry)**/**[**7-wonders-duel**](https://github.com/ygoduelistharry/7-wonders-duel)

* Included age card layout of game
* Included list of all playable cards with type and cost
* Included .py file which contains a basic version of the game and can be run in command line with player input switching between 2 players
* When playing the game the layout of the current age is displayed with available cards colour coded and not available cards hidden
* A picture containing timeline

  Description automatically generated
* Players can construct cards which are added to their board, discard cards for coins, or quit the game
* Cards which are constructed are moved to the specific player board
* When the last card of the last age is selected, the game ends but no winner is selected or displayed
* Includes 6 Class functions which make up the main part of the game
* Class Game:
  + Initially defines a single instance of the game and requests input from player
  + Main game loop - Function to select card on board and perform the appropriate action
    - Get player, opponent and age variables
    - Prompts the player to select a card
    - Prints whether card has already been chosen, whether it is covered, whether resources are missing, or whether the input is not a valid action
    - Checks whether no cards are left -> progress age
    - Otherwise updates board with input from player and changes player turn
    - Ends the game when the last age is over
    - Requests new input after input was accepted
    - Created empty functions for whether a card is constructable, and which moves are valid
    - Displays the game state i.e. current player turn, current state and cards on the board, the city/board of each player
* Class Card:
  + Define a single card. Attributes match the .csv headers
  + Sets the variables for the card which are filled from the CSV file later on
* Class CardSlot:
  + Define a card slot on board to represent selectability, visibility, etc.
  + Display the Card back to the player as either Hidden or the card based on game state and whether the card is covered or not
* Class Player:
  + Define a class for play to track tableau cards, money, etc.
  + Creates and sets initial variable for players such as coins, victory\_points, clay, etc.
  + Creates a function to construct cards (empty so far)
* Class StateVariables:
  + Randomly selected the first player if none specified
  + Starts at age 0 and military track 0
  + Changes current player turn
  + Changes the age when all cards are used up
* Class Age:
  + Reads the age layout and card list CSV’s
  + Takes dataframe of all cards and creates list of card objects representing the board for a given age
  + Updates a slot when a card is selected
  + Updates the whole board when an age is over
  + Prints visual representation of cards remaining on the board for this age

**Additional features needed**

* Select card differently?
* card\_constructable function to check whether card is constructable given state and cost
* construct\_card function to pay resources, add card to board, gain benefit
* update function to update players clay, wood, etc. when card is added
* valid\_moves function returns list of valid moves for current player
* Create military board
* Create science board
* Account for military victory
* Account for scientific victory
* Create Wonders cards -> draft, usage, limitations
* If go again wonders is chosen -> turn to same player
* When game end -> Count victory points and display winner
* Create interface for AI -> no need for player input
* Create a playable interface
* Add indicator if card is selectable in GUI

**Rules to keep in mind**

* Buying a resource costs 2 coins plus the number of resources your opponent has of that type -> you only get that resource for 1 turn, there is no limit in amount of resources to buy, thus separate action for buying needed (not nested in constructing a card)
  + If you have a yellow training card with a resource and 1 coin next to it, then buying that resource only costs 1 coin no matter how many resources of that type you opponent produces (see below)
  + 
  + If multiple resources are listed as options, then the player can choose which of the resources to produce at each turn
* Constructing a card which has a symbol as prerequisite and you own the card with the respective symbol allows you to build that card for free -> (no material/coin costs)
* Military points -> for each military point move the conflict one step in the direction of the opponent (if a dotted line is crossed -> apply the effect now (lose coins) and remove the military token)
  + If the conflict pawn is moved all the way to the opponents side -> you immediately win
  + Player with weakest military chooses who begins the new age (if its in the centre, the player who played a card last will play first)
* Science -> any time you build a science structure that provides you with an identical pair of symbols, choose one of the progress tokens from the gameboard to keep (unique benefits)
  + If you have ownership of six different science symbols, you immediately win the game
* Wonders (8 wonders randomly selected) -> at the beginning of the game 4 wonders are placed in the middle, a random player starts and chooses 1 wonder, the next player chooses 2 and the first player chooses 1 again, for the next four player 2 starts in the same fashion
  + Only 7 wonders can be build -> the eighth wonder is discarded
  + To build a card you can place it under the wonder and pay the cost of the wonder instead of the cost of the card

**Additional features added**

* Replaced pandas dataframe with numpy arrays
* Configured card\_constructable function to only allow constructing cards when enough money or resources are available
* Configured construct\_card to decrease coins when card is constructed
* Configured interface using s + card number to display an image of the card
* Configured interface to display whole rows with “s” -> Switch between them with W and S