

Ferme + cardValue : int

- + cardValue : int + cardName : string + cardColor : string + cardDescription

- + Ferme() + Effect(Player, Player) + Effect(Al, Player)
- + TestValue(int)

Champs de blé

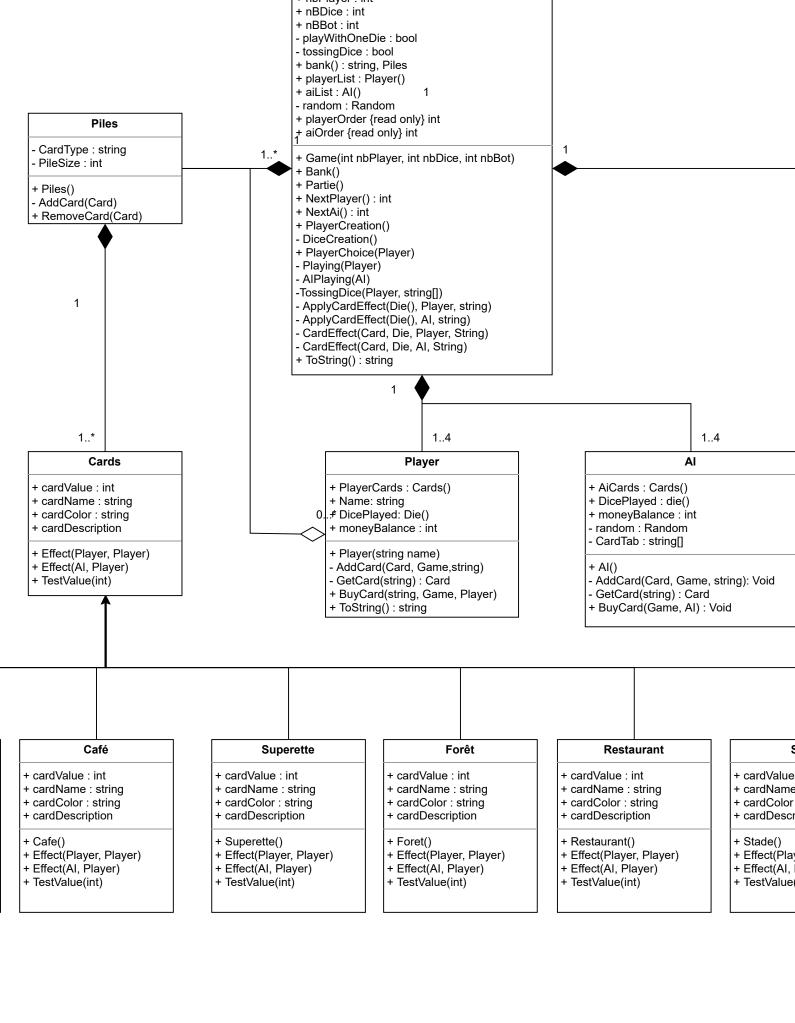
- + cardValue : int
- + cardValue : Int + cardName : string + cardColor : string + cardDescription

- + CBD() + Effect(Player, Player) + Effect(Al, Player) + TestValue(int)

Boulangerie

- + cardValue : int
- + cardName : string + cardColor : string + cardDescription

- + Boulangerie() + Effect(Player, Player) + Effect(Al, Player) + TestValue(int)



- static random : Random - face: int - static {readonly} tableauDe : int() + diceValue {readonly} : int + Die() - TabInt() + ToString(): string + Tossing()

1..2

Stade

: int e: string : string iption

yer, Player) Player) (int)