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1 Game Internal Layout Proposal
2
3 Major Classes
4
5 Map
6     made up of 4 boards
7
8 Board
9     made up of locations and connections between them
10
11 Location
12     has armies
13     has castles
14     has tokens
15
16 Card
17     Has type
18     Has ID
19     Has Long Term effects
20     Has turn effects
21
22 Player
23     Has Cards
24     Has unplayed armies
25     Has coins
26
27 Game cycles through players, each doing a turn
28 Can have type AI Player
29
30 Graphics entirely separate from Game
31 EX:
32     select location called by graphics input, or called by AI player.
33     It has no innate graphics
34
35 Model-View-Controller scheme seems appropriate
36
37 python's single pass file read may introduce complications if not accounted
... for
```