

**Player**

**nickname**

**ID**

**skin**

**points**

**int allrs**

**int whool = 6**

**etc**

**int wood**

**settlementNodeList**

**remainingCities**

**remainingRoads**

**remainingVillages**

**cardList**

**longestRoad**

**biggestArmy**

**big**

**Node**

**name** // \*1\*-3\*1\*

**neighborNodeList**

**roadList**

**neighborHexagonList**

**hasPort**

**portType** //simple,wool, clay

**hasPlayer**

**player** //pointer

**settlementType** //none, village, city

**Hexagon**

**name** //1,2,3,4,-5

**resource**

**diceNumber**

**hasRobber**

**nodeList**

**Functions**

**RollDice()**

**Give RS from dice**

**getRsforDiscarding**

buysoemthing()

**Card**

**Type**

**Int cardType**

**InitializeGame(hardcode)**

**Road**

**Node1**

**Node2**

**Player**

**\* Get winningPoints**

**\* Get gameType**

**\* Populate Hexagons**

**\* Randomize Hexagon Resources**

**\* Specify Hexagon with Robber**

**\* Populate Node Names**

**\* Populate Node Neighbors**

**\* Populate Node Hexagons**

**\* Specify Nodes with Ports**

**\* Randomize Port Types**