









© GameInstance			
f A	board		Hex[]
f A	diceResult		Resource[]
m 🚡	availableToBuild(Pla	ayer)	List <building></building>
m 1	chooseToBuild(List	<building< th=""><th>g>, Player) void</th></building<>	g>, Player) void
m 1	rollingDice(int)		void
m 1	tradeGold()		void
p 🔓	diceCount		int
p 🔓	largestArmy		Player
p 🔓	longestRoad		Player
<u>р</u> •	players	Circular	Queue <player></player>
p 🔓	roads		Road[]
p 🔓	round		int