Attribute

CLASS

METHOD

Package: Building

Attribute
- points
- status
- resource required

attribute

Building

method
- getStatus
- getRequiredResource
- getPoint

extend → Road

last_road

last_city
adjecent_road

extend → City

attribute

last_settlement
adjecent_road

extend → Settle-ment

Text

extend

extend → Knight

diposable status

Access

Package: Resource

Resource
- resourceID
- resourceType
- Individual resource ID's

PlayerResources
- resources
- setResourcesFromDie
- spendResources
- tradeForGold
- emptyResources

ResourceJoker
- isUsed
- setUsed

ResourceType (Enum)

IndividualScore
rollDice (randomly)

NextMove
rollDice (randomly)
rollDice (randomly)

rollDice (randomly)