GraphicalObject

* Variables
  + positionX
  + positionY
  + width
  + height
* Methods
  + Get/set positionX/position
  + Get/set width/height
  + Draw
* Inherited by
  + ResourceTile
    - Variables
      * Types
        + Hay
        + Clay
        + Wood
        + Sheep
        + Rock
        + Desert
      * NumberToken
        + Numbers 2-12, not 7
  + Card
    - Inherited by
      * ResourceCard
        + Types

Hay

Clay

Wood

Sheep

Rock

* + - * DevelopmentCard
        + Types

Bonus point

Knight

Monopoly

Build 2 roads

Get 2 resource cards

* + - * SpecialCard
        + Types

Longest road

Largest army

* + - * CostsCard
        + Properties

Road

Settlement

City

DevelopmentCard

* + Piece
    - Inherited by
      * Road
      * Settlement
      * City
      * Robber
  + Board(?)
  + Harbor
    - Types:
      * Hay
      * Clay
      * Wood
      * Sheep
      * Rock
      * Universal
    - ExchangeRate
      * + 2:1
        + 3:1
  + CardDeck(?)
    - Types
      * Resource Cards
      * DevelopmentCard