

Card
ID : int
Name : string
Category : CardCat
Res Cost : List < Res Res >
Gold Cost : int
Upgrade From : Pair < CardCat, int >
Effect On Play (Player) : Bool
Get Victory Points (Player) : int

Board
PlayerList : List < Player >
Discarded Cards : List < Card >
Current Age : int
Next Age () : void
Next Turn () : void
Rotate Cards () : void
Discard Last Card () : void
End Game () : void
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Player
ID : int
Name : string
NeighborLeft : Player
NeighborRight : Player
Card List : List < Card >
Gold : int
Commercial Res Bank : List < Res >
Wonder : Wonder
Ressource Bank : List < Res >
Science Points : Map < Science, int >
Military Points : int
military Win Tokens : List < int >
military loss Tokens : List < int >
Basic Res Trade Cost East : int
Basic Res Trade Cost West : int
Adv Res Trade Cost : int
Game Board : Board
Diplomate Tokens : int
Play Last Card : Bool
Constructed Wonders : List < Card >
Constructed Basic Res : List < Card >
Constructed Adv Res : List < Card >
Constructed Military : List < Card >
Constructed Science : List < Card >
Constructed Guild : List < Card >

Play (Card) : void
Sell (Card) : void
Build Wonder (Card) : void
Calculate VPs () : int
Conflict () : void
Has Card (Pair < CardCat, int >) : Bool
Get R

Wonder
ID : int
Name : string
Wonder Stage : List < Cards >
Initial Effect () : void