

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
Player List : 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
...

Player
ID : int
Name : string
Neighbor Left : Player
Neighbor Right : Player
Card List : List < Cards >
Gold : int
Commercial Res Bank : List < Res >
Wonder : Wonder
Resource 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 < Cards >
Constructed Basic Res : List < Card >
Constructed Adv Res : List < Cards >
Constructed Military : List < Cards >
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
Has Card

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