



Card Object Properties	Card Value (V)
	Card Description (V)
	Victory Point Default (V)
	Victory Point Option (T/F)
	Victory Point Max (V)
	Flyer (T/F)
	Fortification (T/F)
	Psyker (T/F)

Save Game Object	In Play Cards (Array)
	Remaining Deck (Array)
	Victory Points Current (V)
	Round Number (V)
	Game Type (V)

Game Type Object	Starting Deal (V)
	Discard Per Round (V)
	Max Rounds (V)
	Max Draw Per Round (V)
	Max Cards in Play (V)
	Flyers: (T/F)

Remaining Deck Object	Card Value (V)
	Card Description (V)
	Victory Point Default (V)
	Victory Point Option (T/F)
	Victory Point Max (V)

In Play Card Object	Card Value (V)
	Card Description (V)
	Victory Point Default (V)
	Victory Point Option (T/F)
	Victory Point Max (V)

Grim Dark Tracker
Proposed Work Flow