Deck-Building Card Game Grammar

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⟨*deckDecls*⟩ ::= ⟨*deckDecl*⟩*

⟨*deckDecl*⟩ ::= ⟨*cardDecl*⟩ | ⟨*turnDecl*⟩

⟨*cardDecl*⟩ ::= `card` ⟨*cardID*⟩ `::` ⟨*cardType*⟩ `{` ⟨*cardDescr*⟩ `}` `costs` ⟨*intLit*⟩

⟨*cardDescr*⟩ ::= ⟨*effectDescr*⟩* ⟨*englishDescr*⟩

⟨*englishDescr*⟩ ::= ⟨*stringLit*⟩*

⟨*effectDescr*⟩ ::= ⟨*plusOrMinus*⟩⟨*intLit*⟩ ⟨*effectType*⟩

⟨*plusOrMinus*⟩ ::= `+` | `-`

⟨*turnDecl*⟩ ::= `turn` ⟨*turnID*⟩ `{` ⟨*phaseDescr*⟩* `}`

⟨*phaseDescr*⟩ ::= ⟨*phaseName*⟩ ⟨*phaseInt*⟩

⟨*phaseInt*⟩ ::= ⟨*intLit*⟩ | `all`

⟨*effectType*⟩ ::= `actions` | `coins` | `buys` | `cards` | `victory`

⟨*cardType*⟩ ::= `Treasure` | `Action` | `Victory`

⟨*phaseName*⟩ ::= `action` | `buy` | `discard` | `draw`

⟨**ID*⟩ ::= ⟨*identifier*⟩

⟨**Lit*⟩ ::= As defined in Text.Parsec.Token

⟨*identifier*⟩ ::= As defined in Text.Parsec.Token