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

⟨*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