

Deck-Building Card Game Grammar

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$\langle \text{deckDecls} \rangle$	$::= \langle \text{deckDecl} \rangle^*$
$\langle \text{deckDecl} \rangle$	$::= \langle \text{cardDecl} \rangle \mid \langle \text{turnDecl} \rangle$
$\langle \text{cardDecl} \rangle$	$::= \text{card } \langle \text{cardID} \rangle :: \langle \text{cardType} \rangle \{ \langle \text{cardDescr} \rangle \} \text{ costs } \langle \text{intLit} \rangle$
$\langle \text{cardDescr} \rangle$	$::= \langle \text{effectDescr} \rangle^* \langle \text{englishDescr} \rangle$
$\langle \text{englishDescr} \rangle$	$::= \langle \text{stringLit} \rangle^*$
$\langle \text{effectDescr} \rangle$	$::= \langle \text{plusOrMinus} \rangle \langle \text{intLit} \rangle \langle \text{effectType} \rangle$
$\langle \text{plusOrMinus} \rangle$	$::= + \mid -$
$\langle \text{turnDecl} \rangle$	$::= \text{turn } \langle \text{turnID} \rangle \{ \langle \text{phaseDescr} \rangle^* \}$
$\langle \text{phaseDescr} \rangle$	$::= \langle \text{phaseName} \rangle \langle \text{phaseInt} \rangle$
$\langle \text{phaseInt} \rangle$	$::= \langle \text{intLit} \rangle \mid \text{all}$
$\langle \text{effectType} \rangle$	$::= \text{actions} \mid \text{coins} \mid \text{buys} \mid \text{cards} \mid \text{victory}$
$\langle \text{cardType} \rangle$	$::= \text{Treasure} \mid \text{Action} \mid \text{Victory}$
$\langle \text{phaseName} \rangle$	$::= \text{action} \mid \text{buy} \mid \text{discard} \mid \text{draw}$
$\langle *ID \rangle$	$::= \langle \text{identifier} \rangle$
$\langle *Lit \rangle$	$::= \text{As defined in Text.Parsec.Token}$
$\langle \text{identifier} \rangle$	$::= \text{As defined in Text.Parsec.Token}$