## Model

SoloRules
Effect
Tool
Table
DiceBag
Die
Window
Cell
«Rules»
Player
*Objective*
RoundTrack
Pool
DieValue
*ActionCommand*
UseCardCommand
MoveCommand
RoundCommand
TurnCommand
EndGameCommand
DraftAndPlaceCommand
PlacementResctiction
DraftVariation
DefaultRules
«Selectable»
PrivateObjective
PublicObjective
SetPublicObjective
DiverseLinePublicObjective
DiagonalObjective