Json file documentation

The following lines provide an explanation of how the cards are encoded.

1 Goal Cards Symbol:

[0 1 2 3 4]

- **position 0:** char, represents the type of the card;
- **position 1:** int, represents the amount of points gained from completing the goal;
- **position 2/3/4:** char, represent the symbols needed to achieve the goal (if less than 3, is expected to be filled with underscore).

2 Goal Cards Pattern:

[0 1 2 3 4 5 6]

- **position 0:** char, represents the type of the card;
- **position 1:** int, represents the amount of points gained from completing the goal;
- **position 2/3/4:** char, represent the cards' suits needed to achieve the goal.
- **position 5:** char, represents the type of the pattern (L or D);
- **position 6:** int, represents the pattern's direction.

3 Normal Card Front:

[0 1 2 3 4 5 6 7]

- **position 0:** char, represents the type of the card;
- **position 1/2/3/4:** char, represent the object inside the cards' corners, with this char:
  -E = empty;
  -Q = quill;
  -K = inkwell;
  -M = manuscript;
  -I = insect;
  -A = animal;
  -P = plant;
  -F = mushroom;
- **position 5:** char, represent the cards' suit;
- **position 6:** char, represents the cards' side;
- **position 7:** int, represents the points' earned by placing that card.

4 Golden Card Front:

[0 1 2 3 4 5 6 7 8 9 10 11 12 13]

- **position 0:** char, represents the type of the card;
- **position 1/2/3/4/5/6/7:** same syntax followed by Normal Card Front;
- **position 8:** char, represents the cards' condition to win its points (In this case 'E' stands for corners and underscore stands for no-condition);
- **position 9/10/11/12/13:** represent the cards' suits needed to be played (if less than 3, is expected to be filled with underscore).

5 Starter Card:

[0 1 2 3 4 5 6 7 8 9 10 11 12 13 14]

- **position 0:** char, represents the type of the card;
- **position 1/2/3/4/5/6/7:** same syntax followed by Normal Card Front;
- **position 8/9/10:** char, represent the suits found in the center of the card (If less than 3 suits are needed, is expected to be filled with underscore);
- **position 11/12/13/14:** char, represent the suits in the corners of the back of the card.

6 Normal/Golden Card Back:

[0 1 2]

- **position 0:** represents the cards' type (Normal or Gold);
- **position 1:** represents the cards' suite;
- **position 2:** represents the cards' side.