



Game pieces




Road

1




Cards

2



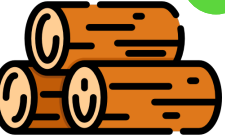
Voleur

2




Dice

1




Resources

1



Colonie

1




Ville

1

Complexity & Dependency

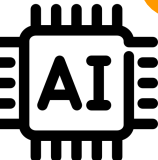
- 1 Low
- 2 Medium
- 3 High
- 4 Very High

Players



Joueur

4



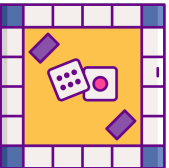
AI

3

Dev timeline


- Set classes 1 2
- Set methods / rules / tests 1 2

Setup



Tableau

3



Case

4

Interfaces



GUI



CLI

- Set minium **CLI**
- Set classes 4 3
- Set methods / rules / tests 4 3
- Set minium **GUI**
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