

#### Player Class:

- Represents a player in the game.
- Each player has a name, ID, unplaced armies, a set of countries owned, a dice rolling place, and a hand of cards.
- Players can reinforce, attack, and fortify during their turn.
- The rollDie method simulates rolling dice.

#### Country Class:

- Represents a country on the game map.
- Each country has a name, owner, number of armies, and a list of neighboring countries.
- Methods allow adding/removing armies and determining ownership.

#### Continent Class:

- Represents a continent in the game.
- Contains a list of countries belonging to the continent and a control value.

#### Map Class:

- Represents the game map, composed of countries and continents.
- Provides methods to add countries and continents, and to verify map connectivity.

#### Hand Class:

- Represents a player's hand of cards.
- Allows adding cards and selecting cards for exchange.

#### Card Class:

- Represents a card in the game, associated with a country and a card type.

#### Deck Class:

- Represents the deck of cards in the game.
- Allows drawing cards.

#### Attack Class:

- Manages attacks between countries.
- Allows the attacker to roll dice for attacking and defending.

#### DiceRollingPlace Class:

- Simulates rolling dice.

Observer and Subject Classes:

- Implement the observer design pattern to notify objects of changes in state.
- Used for observing the game phases.

Phase Class:

- Represents a phase in the game.
- Uses the observer pattern to notify observers of phase changes.

PhaseObserver Class:

- Observes the game phase and displays updates.

MapLoader Class:

- Loads the game map from a text file.
- Parses the file to create countries, continents, and their connections.

Main Function:

- Entry point of the program.
- Initializes the game and controls the game flow.