# Core Major Components Implementation

## Game Flow

* Game
  + Format
    - Name – Weiss Schwarz
    - Setup Conditionals
      * Number of Players – 2
      * Player Conditions
        + Deck Format

Format Name – (Neo/Standard/Side)

50 cards

Restriction on card attributes

* + - * Playing Area
        + All standard Weiss zones
      * Ordering of steps
        + Pregame -> game phases -> end phase
        + Pregame (Prep)

Set the order of players

Set up play areas

Initialize decks with cards

Shuffle decks

* + - During game conditionals
      * How to Proceed - Phase Handler
        + Starts the main game loop on method call (StartFirstTurn)

Handle Specific Starting Phase Logic

Stand Phase:

1. Trigger condition fulfilled: beginning of turn
2. Trigger condition fulfilled: on phase start
3. Check timing
4. Stand all cards that can be stood automatically
   1. for each stand, trigger check on stand ability
5. check timing
6. advance phase

Draw Phase

Trigger condition fulfilled: phase start

Check timing

Player draws card

Check timing

Advance phase

Clock Phase

Trigger condition fulfilled: beginning of turn

Check timing

Playtiming: may clock & draw 2

(Strictly speaking: not a play timing, yet meets all conditions of such)

Check timing

Advance phase

Main phase

Trigger condition fulfilled: phase start

Repeat until no choice is made:

Check timing

Play timing

Advance phase

Climax Phase

Trigger condition fulfilled: phase start

Check timing

Play timing

Check timing

Advance Phase

Attack Phase

Trigger condition fulfilled: phase start

Check timing

Advance Phase

Attack Declaration Step

Trigger condition fulfilled: phase start

Check timing

Choose Attacker and type of attack and assign battle states or advance to encore step (not a playtiming)

if chose attacker: Check timing

If chose attacker: advance phase

Trigger Step

Trigger condition fulfilled: phase start

Check timing

Trigger check

All Trigger actions executed

Trigger card placed to stock

Check timing

Advance to counter step if frontal, damage step elsewise

Counter Step

Trigger condition fulfilled: phase start

Check timing

Opponent Play timing

Check timing

Advance Phase

Damage Step

Trigger condition fulfilled: phase start

Check timing

Deal damage (if attacking character exists and soul > 0)

Check timing

Advance to battle step if front attack

Else trigger condition fulfilled: end of attack

Advance to Attack Declaration Step

Battle Step

Trigger condition fulfilled: phase start

Check timing

Battle occurs (compare and reverse)

Check timing

Trigger condition fulfilled: end of attack

Advance to attack declaration step

Encore step

Trigger condition fulfilled: phase start

Check timing

Turn player Repeat (for all owned reversed characters):

Choose character, put into waiting room

Check timing

Non-turn player performs all of #3 for 1 character, then go back to step 3

Check timing

Go back to Step 3 if reversed characters on any player stage

Advance to end phase

End Phase

Trigger condition fulfilled: end of turn

Check timing

Hand size rule Action

Puts climax away Rule Action

Check timing

All effects that are “during turn” & until “end of turn” invalidate

Repeat: Check timing for 3 & 5 again, while something occurs

Advance phase (change current turn player)

* + - * + Knows/Answers GameState questions (what phase, In combat, etc.)

## Event handling Example

* Beforehand:
  + An Effect observer is created, waiting for an (ON\_CLIMAX\_PLACED) event
  + Card on stage has ability (ON\_CLIMAX\_PLACED)DO an effect that triggers (ATK\_POWER\_CHANGED)
  + Climax in hand, has an ON\_CLIMAX\_PLACED effect, if the climax was this card, (Do a choosing action)
* Example
  + Climax in hand is placed on stage during climax phase
    1. Event trigged: (ON\_CLIMAX\_PLACED)
    2. Effect Observer, notifies its observers (Card on stage & Climax)
       - Card On stage ability activiates
       - Climax ability activiates
* Questions for latter :
  + Who goes first?