# Core Major Components

## Game Flow

* Game
  + Format – a collection of attributes to defining how to play
    - Identifier/Name – unique name for the format
    - Setup conditionals- things that must be correct before a game can be played
      * Number of players
      * Conditions for each player – conditions each player entity must pass before playing
      * Playing area -Definition of space used to play
      * Ordering of steps of the game (phases)
    - During-Game conditionals
      * How to proceed
        + How to communicate

How to win/lose

* + Configuration
    - General properties of the game that should be adhered to regardless of the format
      * Time to take a turn
  + Players - Entities which forward progression of a game
    - Communicate -a way to interact with the game
    - Decks – a player’s cards and general information about the cards
      * Name
      * List of cards contained within it