# 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

## 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?