

## </enumeration>> AssistantCard ONE(1, 1) TWO(2, 1) THREE(3, 2) FOUR(4, 2) FIVE(5, 3) SIX(6, 3) SEVEN(7, 4) EIGHT(8, 4) NINE(9, 5) TEN(10, 5) + value: final int + movement: final int - AssistantCard(value: int, moves: int) + getFullDeck(): List<AssistantCard>

<<enumeration>>

CharacterCard

<b>─</b> ◇	MOVE STUDENT TO ISLAND(1) FORCE_INFLUENCE COUNT(3) LOCK_ISLAND(2) SWAP_CARD_WITH_ENTRANCE(1) IGNORE_COLOR_INFLUENCE(3) SWAP_DASHBOARD_STUDENTS(1) MOVE_STUDENT_TO_DINING(2) DROP_STUDENTS(3)
	TAKE_PROF_CONTROL(2) INCREASE_MAX_MOVES(1) IGNORE_TOWERS_INFLUENCE(3) INCREASE_INFLUENCE(2)
	<ul><li>cost: int</li><li>isIncreased: boolean = false</li><li>context: CharacterCardEffect</li></ul>
	- CharacterCard(cost: int, CharacterCardEffect) + getCost(): int + increaseCost()

< <enumeration>&gt; HouseColor</enumeration>	< <enumeration TowerColor</enumeration 
RED GREEN BLUE YELLOW	WHITE GREY BLACK
PINK	< <enumeration gamemode<="" td=""></enumeration>
< <enumeration>&gt; TurnPhase</enumeration>	NORMAL EXPERT
PLACING EFFECT MOVING	<>enumeration GamePhase
PICKING	PLANNING ACTION
< <enumeration>&gt; StudentSlot</enumeration>	WIN
ISLAND DINING ENTRANCE CARD	

