  enum cardType {

    possesion,

    action,

    cash

  }

  enum cardColor {

    brown,

    lightBlue,

    purple,

    orange,

    red,

    yellow,

    green,

    blue,

    black,

    seledin

  }

  class actionType {

    payRent,

    passGo,

    debtCollector,

    forcedDeal,

    doubleRent,

    hotel,

    house,

    birthday,

    slyDeal,

    sayNo,

    dealBreaker

  }

  class possesionType {

    WildCardAll,

    WildCardTwo,

    Standard

  }

  class actionCard{

    color: cardColor,

    type:

  }

  const gameState = {

    players: {

      handCardCount: number,

      boardCards: [],

      cash: []

    },

    board: {

      activePlayer,

      stack: [],

      currentAction,

    }

  }

  const serverState = {

    players: {

      handCards: Card[],

      boardCards: [],

      cash: []

    },

    board: {

      activePlayer,

      stack: [],

      currentAction,

    }

  }