AGPL Syntax

⟨*game*⟩ ::= ‘`Gamestate:{`’ [⟨*gamestate*⟩] ‘`}`’
‘`Player:{`’ ⟨*Dec*⟩ ‘`}`’
‘`Move:{`’ ⟨*Dec*⟩ ‘`}`’
‘`isVailid:{`’ ⟨*Exp*⟩ ‘`}`’
‘`possMoves:{`’ ⟨*Exp*⟩ ‘`}`’
‘`outcome:{`’ ⟨*Exp*⟩ ‘`}`’
‘`initialState:{`’ ⟨*InitState*⟩ ‘`}`’
‘`fromString:{`’ ⟨*Exp*⟩ ‘`}`’
‘`$`’ [⟨*Dec*⟩] ‘`$`’

⟨*gamestate*⟩ ::= ‘`Board:{`’ ⟨*Dec*⟩
| ‘`Piece:{`’ ⟨*Dec*⟩
| ‘`Hand:{`’ ⟨*Dec*⟩
| ‘`Turn:{`’ ⟨*Dec*⟩
| ⟨*string*⟩‘`:{`’ ⟨*Dec*⟩

⟨*InitState*⟩ ::= ‘`Board:{`’ ⟨*Exp*⟩ ‘`}`’
‘`Turn:{`’ ⟨*Exp*⟩ ‘`}`’

⟨*Exp*⟩ ::= ⟨*Template Haskell Expression*⟩

⟨*Dec*⟩ ::= ⟨*Template Haskell Declaration*⟩