Next Session:

1. Messages for exceptions

2. Game structure that gets players

\* SetUpHandler.getPlayers();

3. Refactor Coin, TradeHandler, Player

4. Start card implementation

5. Finish trading

Player:

Player data:

* Cards in hand
* Construction steps of the Wonders of the World
* Own raw materials and manufactured goods
* **Own coin supply**
* **Size of military**
* **Defeat-marker**
* Victory-marker
* Played cards: Raw material and manufacture cards are indicated on the left of the fields by brown or gray dots, commercial structures (yellow) and guilds cards (purple) are indicated on the right of the fields. Scientific structures (green), civilian structures (blue) & military structures (red) are shown in the middle. To look at the specific cards, you have to move the mouse over the colored dots.

Player Interaction:

* *Trade*
  + You can only buy raw materials/goods from your direct neighbours. They player to the left or to the right.
  + *The neighbour cannot prevent the trade. She gets the coins for the resource(s). She can still use the resource(s), regardless of the trade.*
  + Besides, you can only buy the raw materials/goods which the neighbour produces by means of brown/gray goods (e.g., not the raw materials/goods from Forum/Caravansery) as well as the beginning raw material (dependening on Wonder World board)
  + You can only buy Raw materials/Goods for the current round
  + Several raw materials/goods can be also bought from the same or from different neighbours, as long as these produce accordingly many.
  + If a player has a trading post or marketplace. That player can then buy raw materials/goods from neighbours for only 1 coin per resource.
  + Traded resources are removed after turn
* **Conflict**
  + **Conflict coins**
  + **Battles**

Turn:

1. Choose a card

2. Action

* + Build buildings
    - A player may not build the same building twice!
    - This is the most-common action. You pay the building cost and get the building on your board. From now on, you can use it's abilities.
  + Build parts of your World Wonders
    - Each World Wonder board has 2 sides. A & B.
    - Which one that is used is decided before the game begins.
    - The A-side always have 3 building steps.
    - The amount of building steps varies on the B-side.
    - On the A-side, the first step always give +3 Victory points and the third step always give +7 Victory points.
    - The second step bonus are determined by the kind of World Wonder.(see [Card Overview](http://www.brettspielwelt.de/Hilfe/Anleitungen/SevenWonders/Karten/)).
    - When building parts of the World Wonders, you start from the left and work towards the right.
    - You need the required raw materials and any card you choose. That card leaves play concealed.
    - Note: World Wonders doesnt have to be completed before the game ends. The doesnt have to be built in specific ages. You can build 0 parts in Age 1 and part 1 and part 2 in Age 2 etc.
  + Get 3 coins from the supply
    - This option can always be chosen. Even if the card carries the red X.
    - The card sold for 3 coins this way, is concealed in the discard pile.

3. Move on to the next hand

* If all players have chosen a card and used it, the remaining cards are concealed and passed on to the neighbor.
* In the first and third age the cards go clockwise. In the second age they go counter clockwise.
* In the 6th round, each player have 2 cards to choose from. They choose 1 and place the other in the discard pile.

Card

Card data:

* **construction costs**
* the **effect** of the card is shown. (see [Card Overview](http://www.brettspielwelt.de/Hilfe/Anleitungen/SevenWonders/Karten/))
* **name** of the Structure. (In this case Statue)
* **previous structures** (allow build free of charge)
* **future structures** (pages 10 and 11 of [Originalregel](http://www.brettspielwelt.de/Data/Mirror/Anleitungen/sevenwonders.pdf)).

7 Types:

* Raw materials (brown): They produce the displayed raw materials (wood, stone, brick, ore)
* Manufactored goods (grey): They produce the displayed products (fabric, glass, papyrus). Subsequently they are briefly called goods.
* Commercial Structures (yellow): Provide advantages during trading with the neighbours.
* Civilian Structures (blue): provide Victory points
* Military Structures (red): Determine the military strength for the conflict at the end of each age
* Researchbuildings (green): The researchbuildings award points at the end of the game, determined by collected symbols (see Final Scoring)
* Guilds (purple): Provide Victory points at the end for specific cards (see Final Scoring)