Model::Main
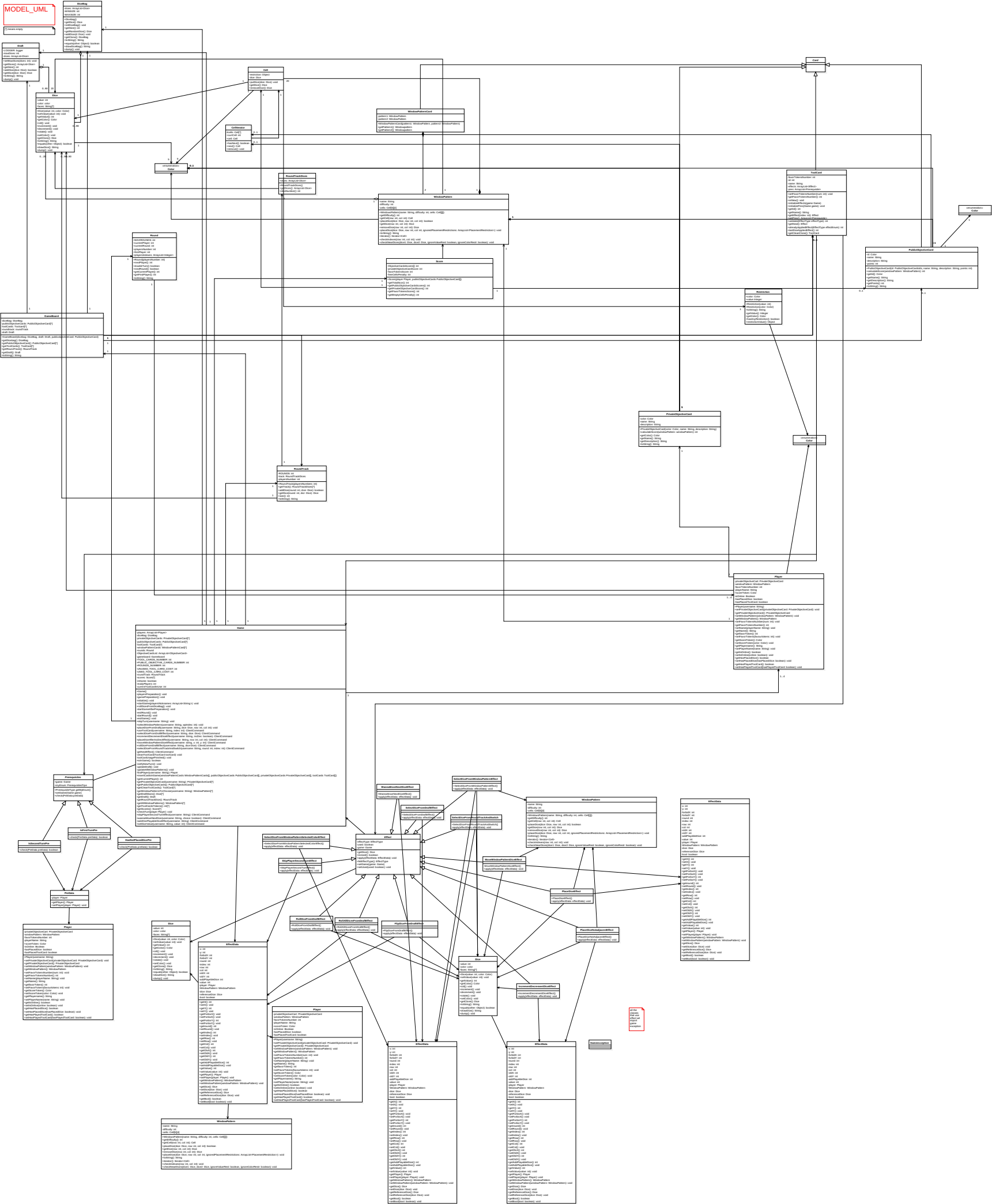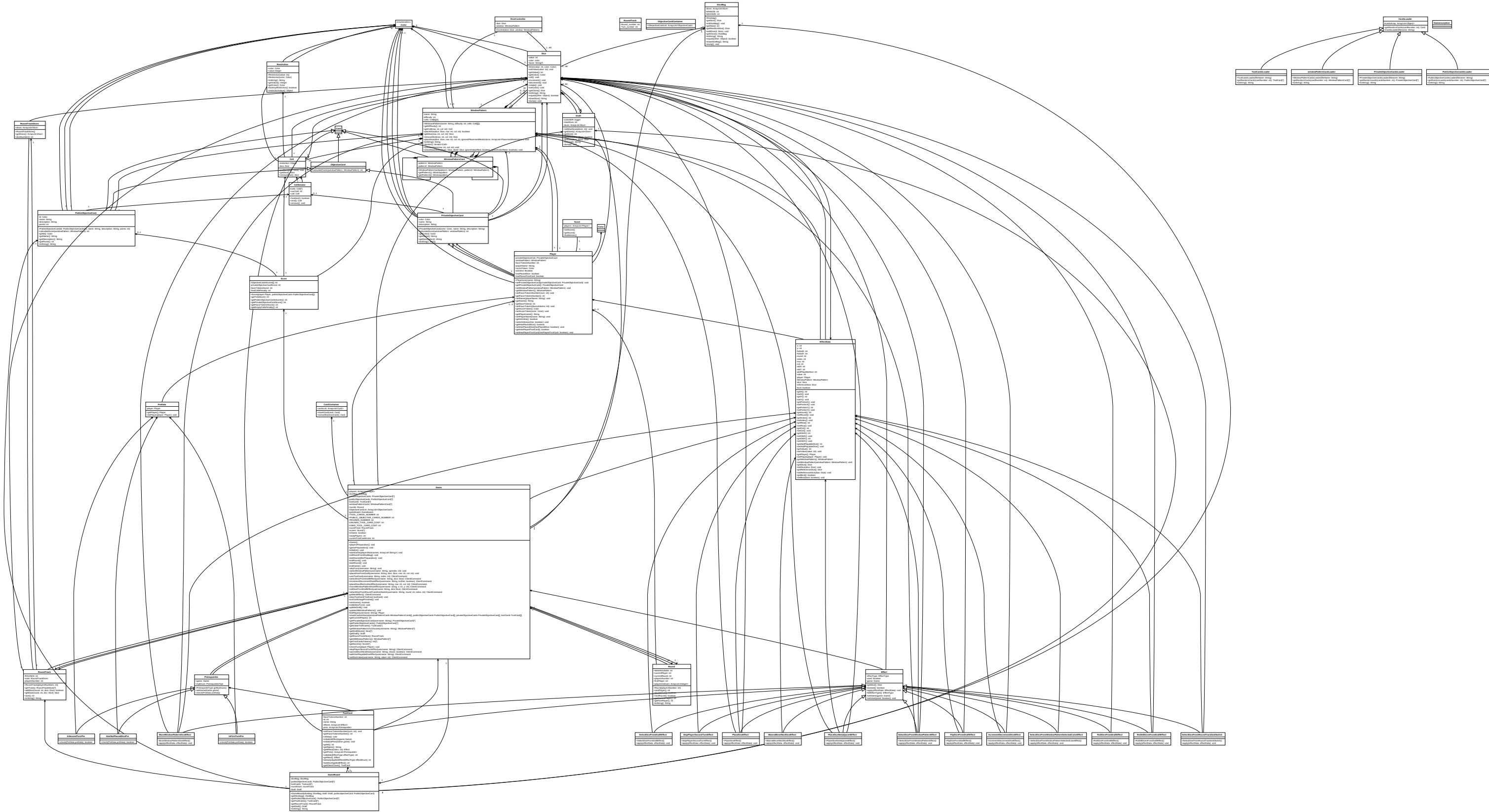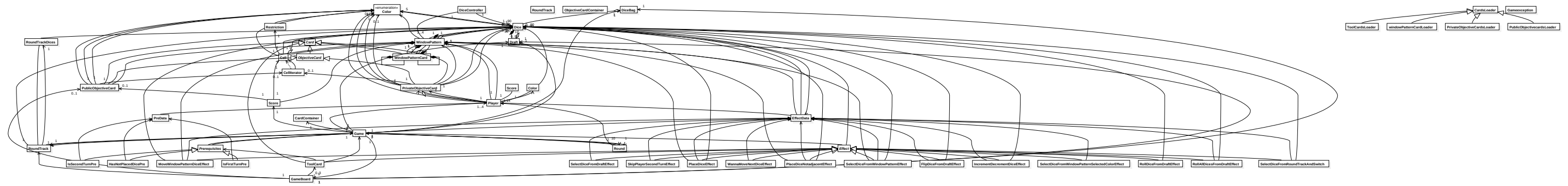
Model::Overview

Model::Overview

Model::Type Hierarchy

WindowPatternCard
(from Model)

ObjectiveCard
(from Model)

PublicObjectiveCard
(from Model)

PrivateObjectiveCard
(from Model)

Card
(from Model)

ToolCard
(from Model)

ToolCardsLoader
(from Model)

windowPatternCardLoader
(from Model)

CardsLoader
(from Model)

PrivateObjectiveCardsLoader
(from Model)

PublicObjectivecardsLoader
(from Model)

FlipDiceFromDraftEffect
(from Model)

IncrementDecrementDiceEffect
(from Model)

MoveWindowPatternDiceEffect
(from Model)

PlaceDiceEffect
(from Model)

PlaceDiceNotadjacentEffect
(from Model)

RollAllDicesFromDraftEffect
(from Model)

RollDiceFromDraftEffect
(from Model)

SelectDiceFromDraftEffect
(from Model)

SelectDiceFromRoundTrackAndSwitch
(from Model)

SelectDiceFromWindowPatternEffect
(from Model)

SkipPlayerSecondTurnEffect
(from Model)

WannaMoveNextDiceEffect
(from Model)

Effect
(from Model)

SelectDiceFromWindowPatternSelectedColorEffect
(from Model)

IsSecondTurnPre
(from Model)

HasNotPlacedDicePre
(from Model)

Prerequisites
(from Model)

IsFirstTurnPre
(from Model)