

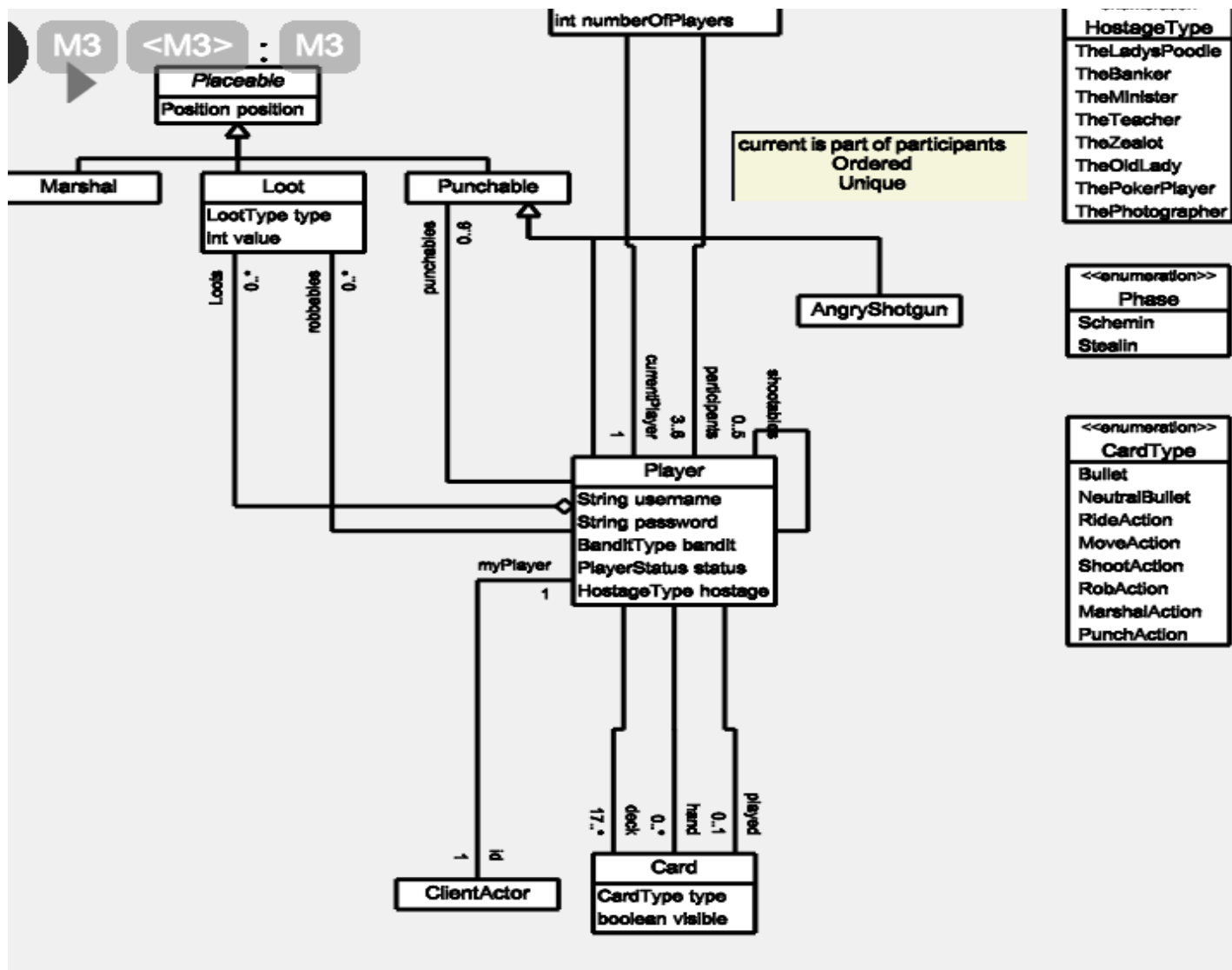
Hostages are either in the stagecoach or captured.

LobbyService communicates with Game Class <-- is likely that after operation model this class will grow

Game has a gameboard and players, the actions of the players alter the gameboard.

GameBoard is a composition of stagecoach, Train cars, horses, the adjacencies of which must be tracked.

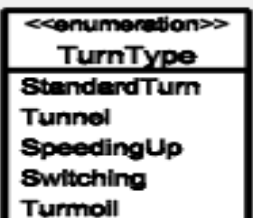
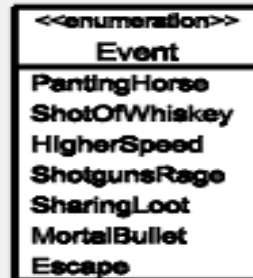
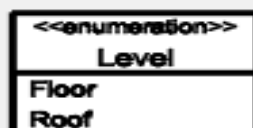
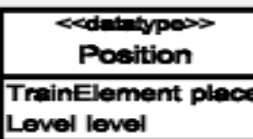
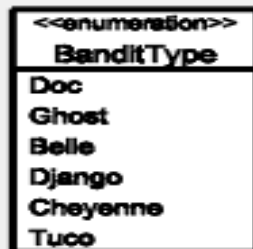
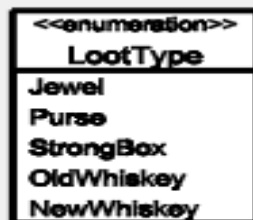
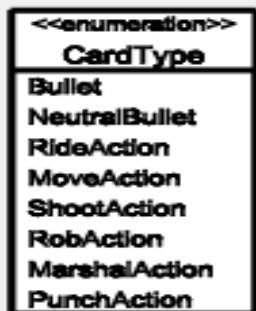
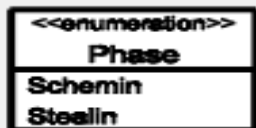
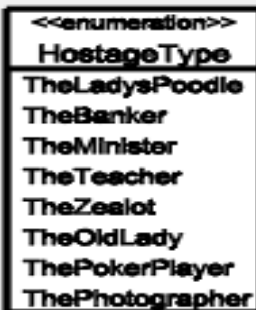
4 ordered rounds in a game, each round has 4 turns and an event.



Player <-- Polymorphism NOT exploited instead enums determine bandit type, might change later.

Player and shotgun are punchable which is placeable on the board by use of a position datatype, each player has a set of punchable objects, robbable, and shootable, these are determined by the positions of these items relative to the player. <--- On demand generation of these fields

\*Look at handling the resolution of a chosen action card via something analogous to catan model, ie  
 UseCaseCatan("OpponentMoves"):OperationModelCatan("OpponentMoves")=UseCaseColt("Interaction  
 Card"):OperationModelColt("X")\*



Enums and datatypes needed for the proper object states