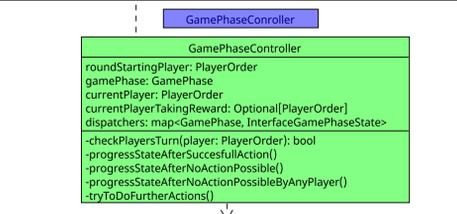
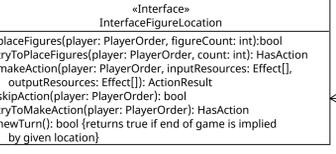
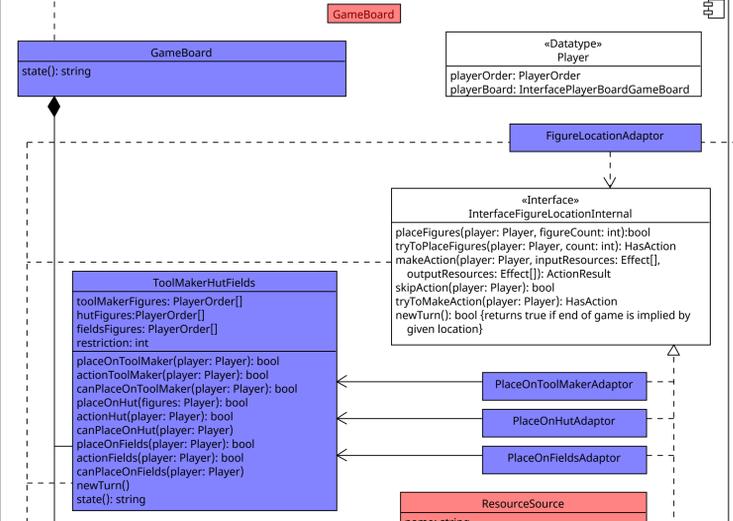
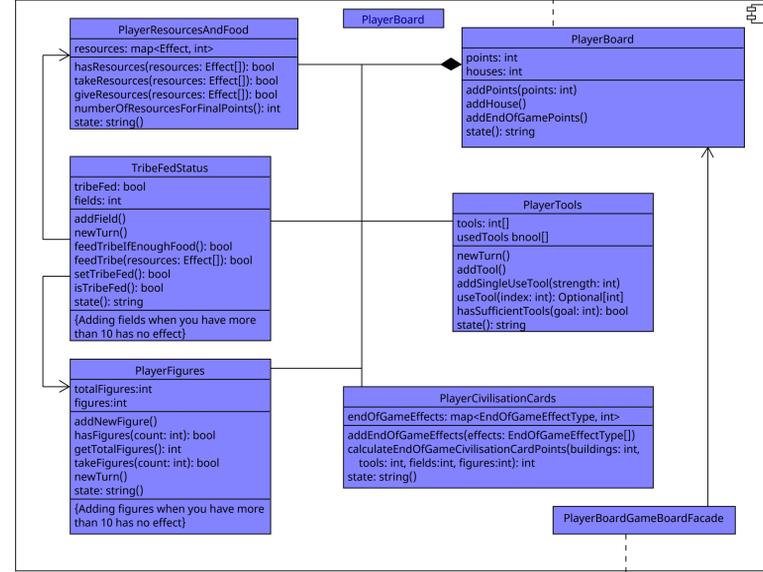
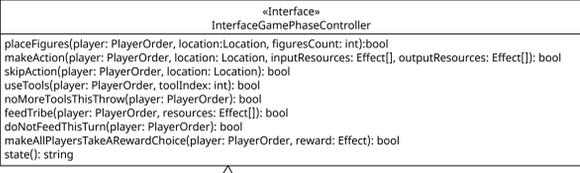
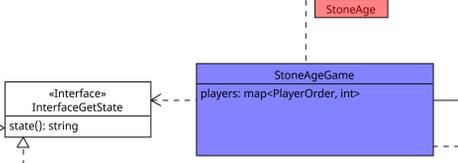
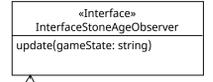
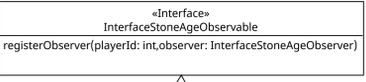
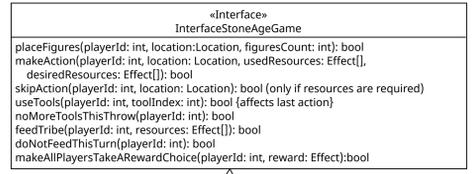


«Enumeration» Location	«Enumeration» Effect
ToolMaker	Food
Hut	Wood
Field	Clay
HuntingGrounds	Stone
Forest	Gold
ClayMound	Tool
Quary	Field
River	Building
CivilizationCard1	OneTimeTool2
CivilizationCard2	OneTimeTool3
CivilizationCard3	OneTimeTool4
CivilizationCard4	
BuildingTile1	isResourceOrFood(): bool
BuildingTile2	isResource(): bool
BuildingTile3	points(): int (is 0 if not ResourceOrFood)
BuildingTile4	



Player on turn
 Class is responsible for checking if the player is on turn.
 PlaceFigures: player must match currentPlayer
 MakeAction: player must match currentPlayer
 FeedTribe: any player is fine
 NewRound: assertion failure (calls should not happen)
 WaitingForToolsUse: player must match currentPlayer
 WaitingForActionChice: player must match currentPlayer
 AllPlayersTakeAReward: player must match currentPlayerTakingReward

TryToMakeAutomaticAction
 - has free figures -> WaitingForPlayerAction
 - otherwise -> NoActionPossible
 MakeAction:
 - figures on board -> WaitingForPlayerAction
 - otherwise -> NoActionPossible

FeedTribe:
 - tribe already fed -> NoActionPossible
 - has enough food to feed tribe -> AutomaticActionDone (feed tribe)
 - otherwise -> WaitingForPlayerAction

NewRound:
 - round not initialized -> AutomaticActionDone (initialize round)
 - game ended -> NoActionPossible

WaitingForToolsUse:
 - not enough tools to improve roll outcome -> NoActionPossible
 - otherwise -> WaitingForPlayerAction

AllPlayersTakeAReward:
 - all players have reward - NoActionPossible
 - last player gets reward - AutomaticActionDone (gets the last reward)
 - otherwise -> WaitingForPlayerAction

GameEnd:
 - WaitingForPlayerAction
 If NoActionPossible for each player, next phase can start.

