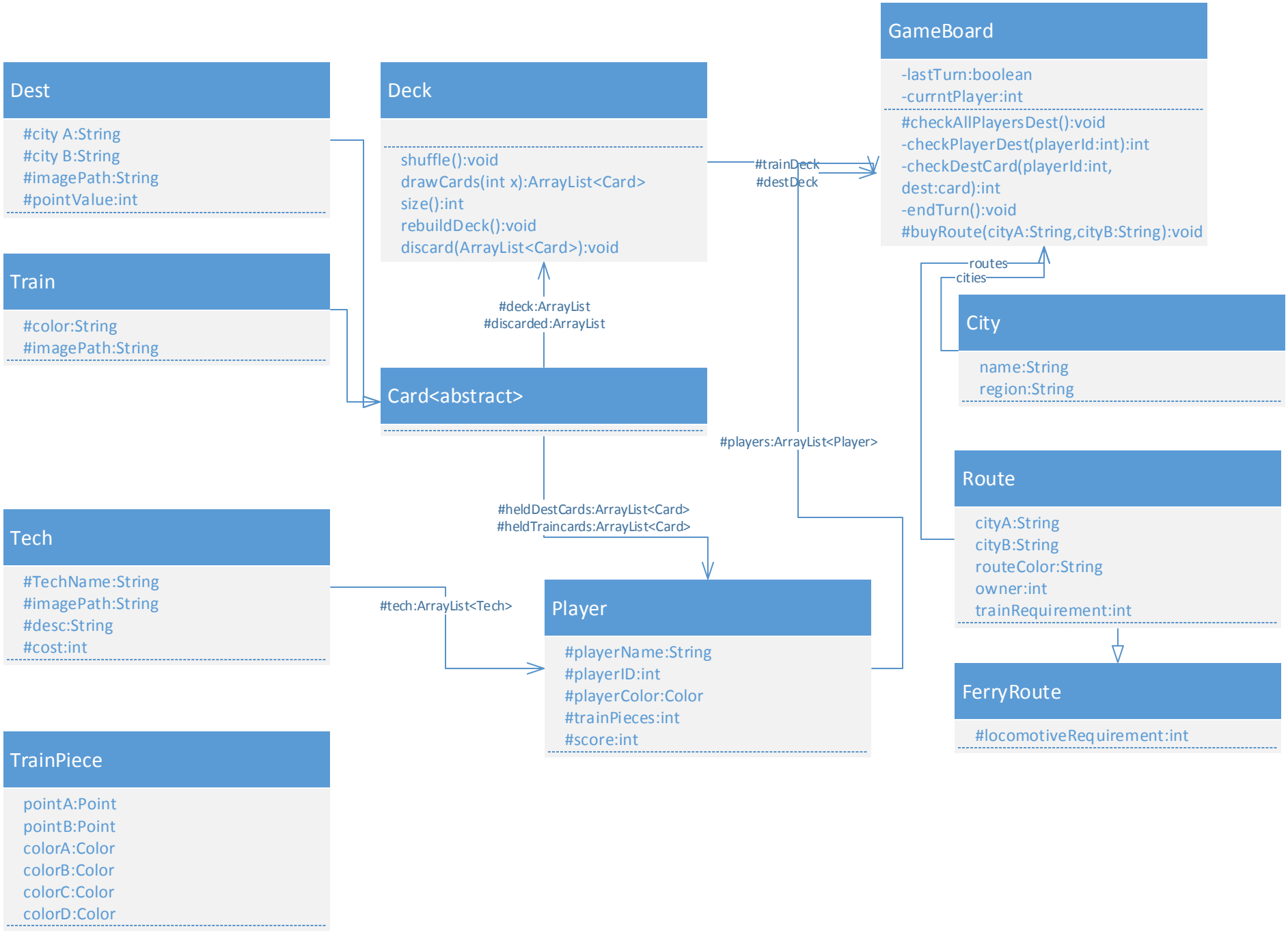
GameBoard
-lastTurn:boolean
-currntPlayer:int
#checkAllPlayersDest():void
-checkPlayerDest(playerId:int):int
-checkDestCard(playerId:int, dest:card):int
-endTurn():void
#buyRoute(cityA:String,cityB:String):void
Dest
#city A:String
#city B:String
#imagePath:String
#pointValue:int
Deck
shuffle():void
drawCards(int x):ArrayList<Card>
size():int
rebuildDeck():void
discard(ArrayList<Card>):void
#trainDeck
#destDeck
Train
#color:String
#imagePath:String
#deck:ArrayList
#discarded:ArrayList
Card<abstract>
routes
cities
City
name:String
region:String
#players:ArrayList<Player>
Route
cityA:String
cityB:String
routeColor:String
owner:int
trainRequirement:int
#heldDestCards:ArrayList<Card>
#heldTraincards:ArrayList<Card>
Tech
#TechName:String
#imagePath:String
#desc:String
#cost:int
#tech:ArrayList<Tech>
Player
#playerName:String
#playerID:int
#playerColor:Color
#trainPieces:int
#score:int
FerryRoute
#locomotiveRequirement:int
TrainPiece
pointA:Point
pointB:Point
colorA:Color
colorB:Color
colorC:Color
colorD:Color