Player Setting Sequence Diagram

:PlayerSetting

setTotalPlayers(totalPlayers)

There will be 'totalPlayers' total players

Set number of total players label

setHumanPlayers(humanPlayers)

There will be 'humanPlayers' human players

Set number of human players label

There will be 'totalPlayers - humanPlayers AI players

setAIplayers(totalPlayers - humanPlayers)

Loop

totalPlayers

setPlayerColour(name)

Loop

totalPlayers

setPlayerName(name)

Next()

Loop

totalPlayers

<<Create>>

player : Player