



public class GameManager {
 public GameManager(PlayerManager
 playerManager, TileManager tileManager) {
 this.playerManager = playerManager;
 this.tileManager = tileManager;
 }

// Other methods and game management logic
}

PlayerManager could send request to
TileManager, which then sees next player on queue, whether player move is valid, then returns new position/message to PlayerManager.

TileManager
Justification:
Returns isValidTile (still relevant to tiles only) to
PlayerManager.
CollisionSolver also comes into play.

If valid, updates player position.

then updates new

player positions.