

Board

Uninitialized

Start Game / initialize()

Initialized

/ Controller.preInitialize()

canReset() / reset()

Controller
Initialized

/ Robot.initialize()

[Controller.preInitialize()==done &
All robots initialized] /
Controller.postInitialize()

canReset()
/ terminate()

Controller.notifyAutoMovement(WIN)
/ Controller.notifyViewer()

Game over

[moveRequest() == WIN] /
Controller.notifyViewer()

requestTilesExchange() /
getValidTiles();
Controller.notifyViewer()

requestTilesExchange() /
getValidTiles();
Controller.notifyViewer();
Controller.notifyAutoMovement()

[calculateNewLocation()->HintTile] / getHint();
Controller.notifyHint(); Controller.notifyViewer()

NOP

/ Controller.notifyViewer()

Requested
RobotMoved

moveRequest() / calculateNewLocation();
saveLocation()

moveRequest()
[moveRequest() == FAILED]

moveRequest() / calculateNewLocation(); saveLocation();
Controller.notifyAutoMovement();

