

TutorialController	
Responsibilities Extend GameController with tutorial-specific restrictions Validate actions according to current tutorial step Handle tile clicks with tutorial validation Manage tutorial progression and step completion Activate god powers with tutorial constraints Provide tutorial-specific status messages Control which actions are allowed per step	Collaborators GameController (extends) TutorialStateManager TutorialStep TutorialEventListener GameModel TurnState BoardTile Worker

TutorialStep (Enum)	
Responsibilities Define tutorial step sequence and properties Store step title and description text Specify which actions are allowed per step Provide step navigation (next/previous) Identify information-only vs interactive steps Calculate step numbers and total count Define step permissions (select/move/build/etc.)	Collaborators TutorialStateManager TutorialController TutorialUI

TutorialStateManager	
Responsibilities Track current tutorial step and completion status Validate if actions are allowed in current step Handle step progression (next/previous) Complete steps based on performed actions Generate appropriate error messages Provide status messages for current step Notify listeners of step changes	Collaborators TutorialStep TutorialAction TurnPhase TutorialListener