The system evaluates the game state by calling rule logic to determine if a player has won or lost, triggering endgame actions if a winning condition is met.

Actor

GameState

ClassicGameRule

TurnManager

Board

MoveAction

Action

BuildAction

1 process

1.1 checkWin

1.1.1 getOpponents

1.2 checkLose

1.2.1 moveActions

1.2.1.1getSurroundingCell

1.2.1.1.1 isInBounds

1.2.1.1.2 targetCell

1.2.1.1.2.1 canMove