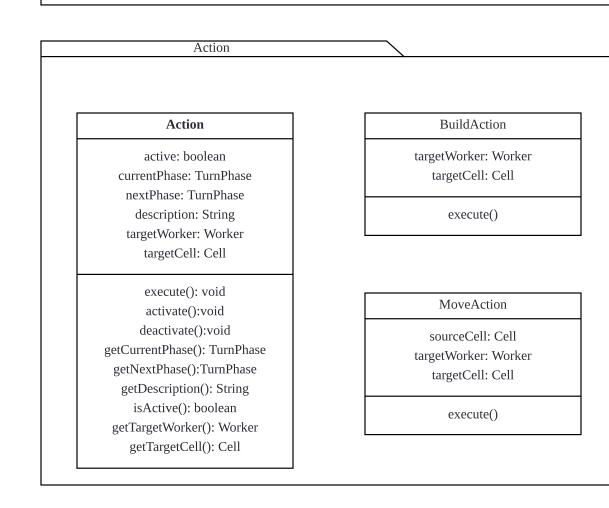
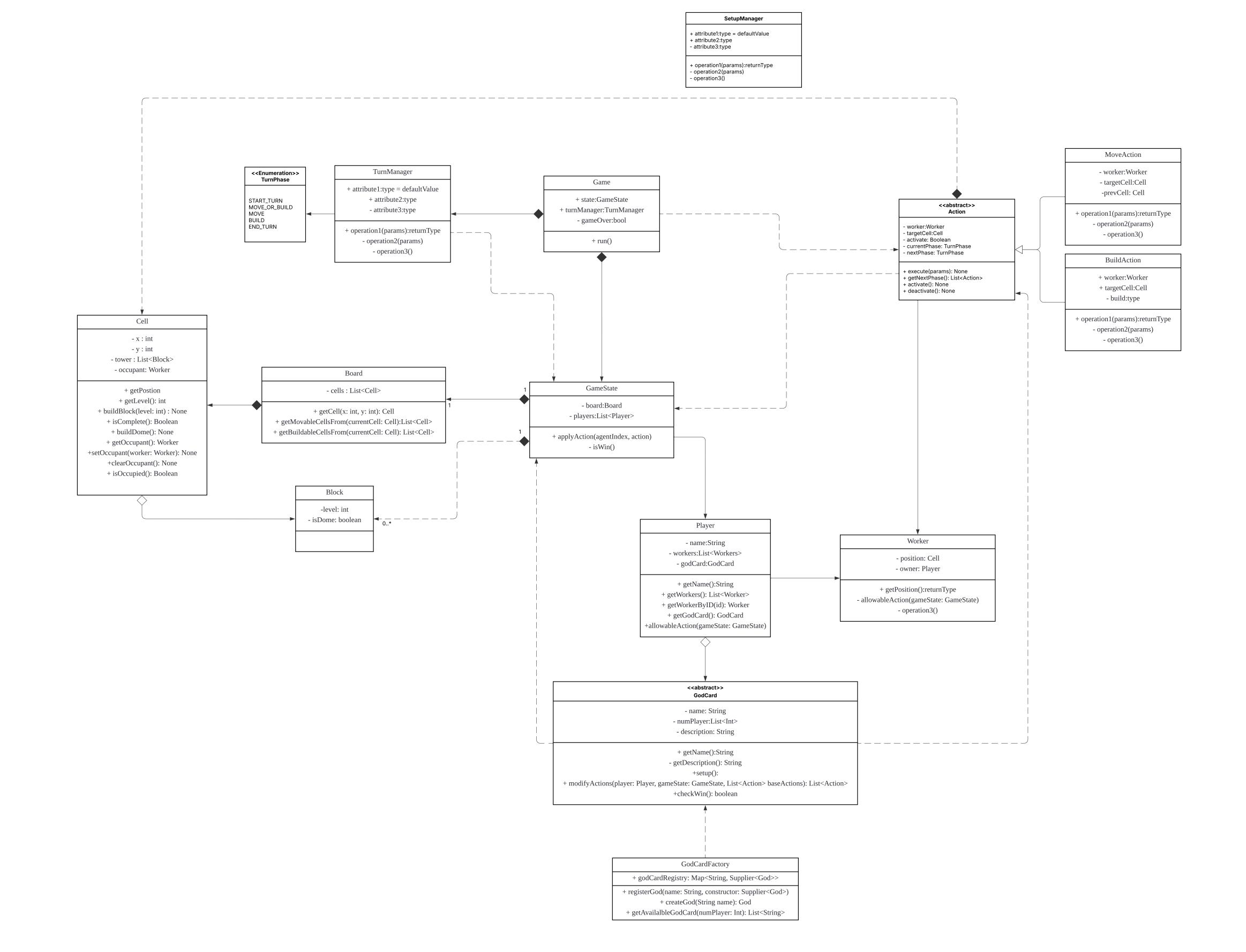


gamePanel: gamePanel mainFrame: SantoriniFrame game mainFrame: SantoriniFrame gameCont	nager: setupManager turnManager: turnManager Panel: gamePanel gamePanel: gamePanel roller: gameController gameController
mainFrame: SantoriniFrame gameCont	
	more value outoner i i value outoner value outoner
	attachedListeners: Map <jcell, mouselisten<="" td=""></jcell,>
setupodine()	setup()
startounic()	setupComplete() processTurn()
	olaceWorker() updateUIForCurrentPhase()
	addListener() showWorkerSelection()
rer	noveListener() showWorkerAction() addListener()





JBoard worker:Worker targetCell:Cell -prevCell: Cell + operation1(params):returnType operation2(params) operation3() JCell + worker:Worker + targetCell:Cell build:type + operation1(params):returnType operation2(params) operation3() GamePanel **JCellAction** + worker:Worker + targetCell:Cell + worker:Worker build:type + targetCell:Cell build:type + operation1(params):returnType operation2(params) + operation1(params):returnType operation3() operation2(params) operation3() **JCellAction** + worker:Worker

+ targetCell:Cell

+ operation1(params):returnType

operation3()

operation2(params)

build:type

- worker:Worker

- targetCell:Cell
- activate: Boolean
- currentPhase: TurnPhase
- nextPhase: TurnPhase

+ getPath: None + getNextPhase(): List<Action> + activate(): None + deactivate(): None

JPlayer

+ worker:Worker+ targetCell:Cell

build:type

+ operation1(params):returnType

operation2(params)

operation3()

JWorker

+ worker:Worker

+ targetCell:Cell

build:type

+ getPath:returnType

operation2(params)

operation3()