Checking Winning Condition

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