Build (Using Demeter Card)

Participants: `: Game` | `: RoundAction` | `: Board` | `: Player` | `: Demeter` | `: Worker` | `: Cell`

worker = getRoundWorker() → : RoundAction

computeBuildableCells()

CurGod = getGod() → : Player

OppGod = getOpponentGod() → : Player

SetRoundPossibleBuilds() → : RoundAction

Cells = getBuildableCells() → : Demeter

pos = getCurPosition() → : Worker

n = getNeighbors(pos)

isOccupied() → : Cell

(If Exists)
ApplyOpponentPowerToBuild() → : Demeter

Build Pos

Builds = getRoundPossibleBuilds() → : RoundAction

buildOn = getCell() → : Board

god = getGod() → : Player

doBuild(buildOn) → : Demeter

Addlevel() → : Cell

check Winner()

(for Additional Build)
isAny Yes

Builds = getRoundPossibleBuilds() → : RoundAction

builder = getCell()

gd = getgrid()

doBuild(builder)

Add level()

checkWinner()