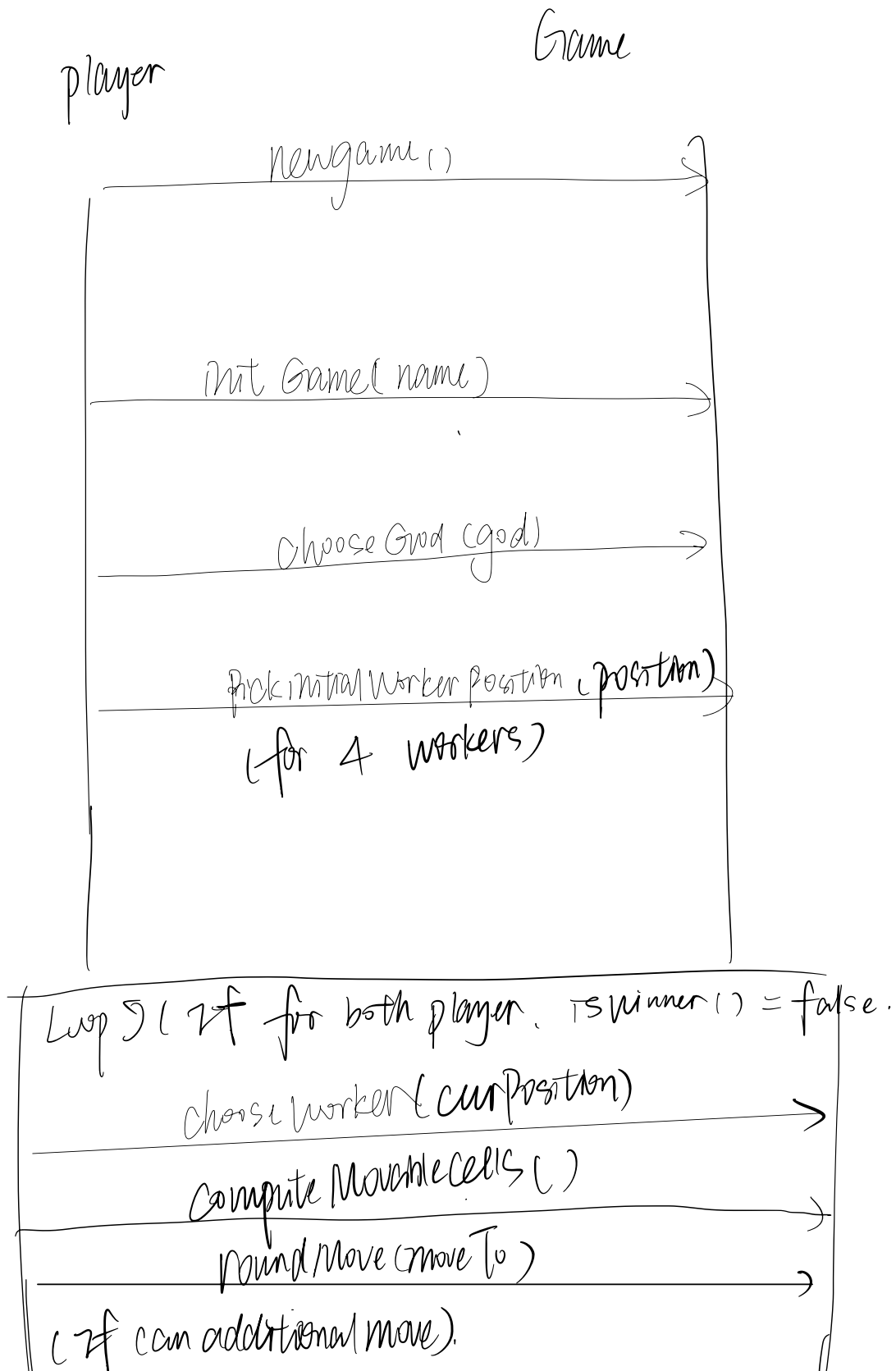


System - sequence - diagram.



roundMove(moveTo)

(If have god power)

← Apply power to Opponent

Check Winner (X, y, int[] direction)

Compute Buildable Cells

roundBuild (buildOn)

(If can additional Build)

roundBuild (buildOn)

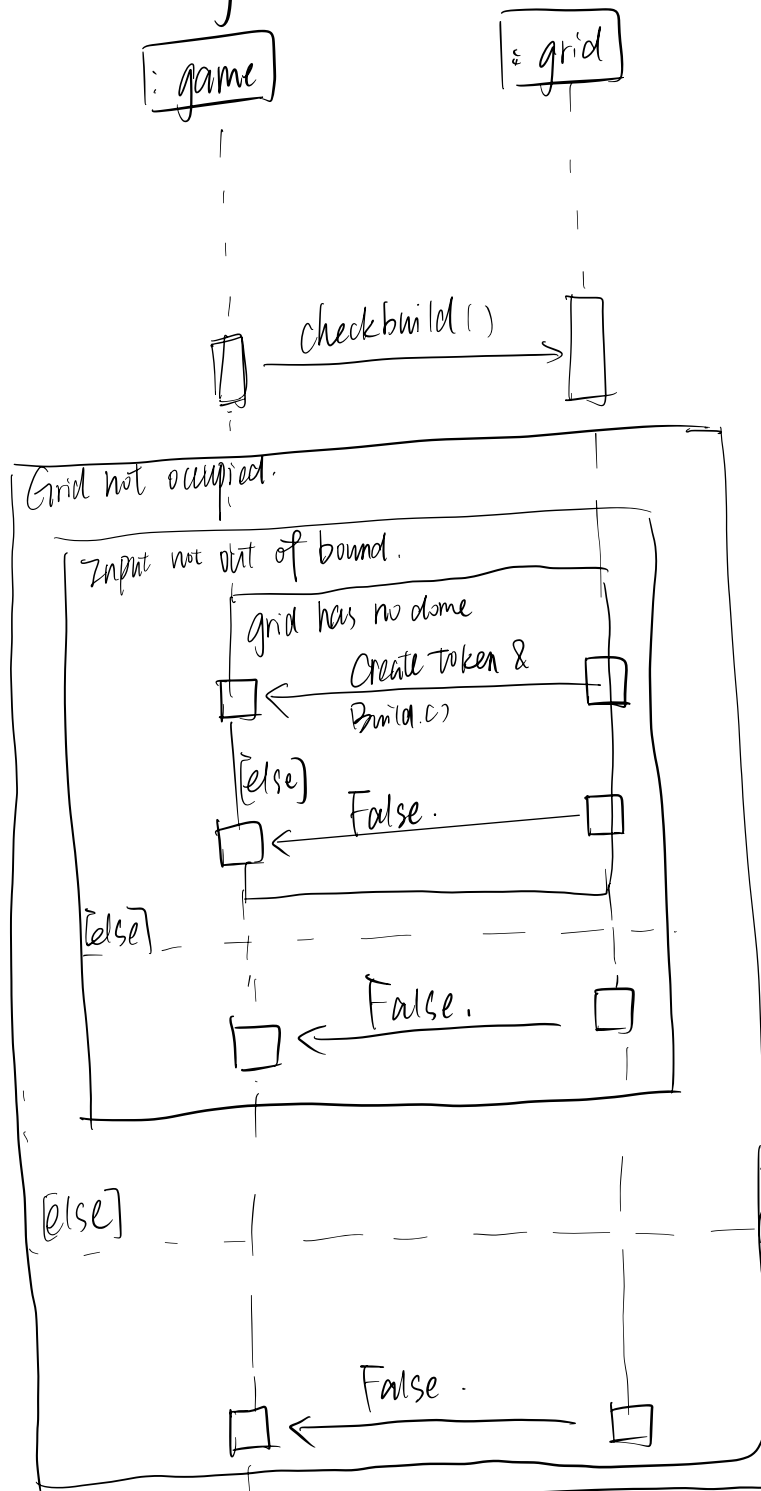
(If have god power)

← Apply power to Opponent

Check Winner (Current Position)

Take turns

Object-level Interaction Diagram
In HW 3



If does not skip building phase



Grid not occupied.

Input not out of bound.

grid has no dome
Create token &
Build.c?

[else] False.

[else]

False.

[else]

False.

[else]

new game ()

1

1

1

1