System - Sequence - diagram.

ployer	Game		
	Newgam ()		
	nit Game (name)		
	Olvose Gnod (god)		
	prokinitial worker position, position) ( for 4 workers)		
	1 f ( ) Almon is minner () = follse	,	
[ [w] ) [ 	(Norse worker (curposition)		
17 00	Compute Movemble Cell's ()  Mund Move (move To)  an additional move).		
	- 11		

roundMove(move(o)	
(2f have good power)	
Apply power to Opponent!)	
Check Winner (N. y., int [] direction)	
Computeraildable Cells ()	
round Build (fuildon)	
(2f can adartional Build)  (2f name god powerto Opponent ().	
Check Winner (Current Position)  Take turns!	

	I	

bject-level Interaction Diagram le grid mHw 3 game checkbuild () Grid not occupied. Zuput not out of bound grid has no dome Create token & Printa.07 [else] False. Telse) False. [else]False. If olves not skep building phone Check Build()

