Select a character from the board

Involved Objects:

Play\_Board

Play\_Controller

Play\_Square

Play\_Character

Play\_Menu

Play\_MenuItem

Play\_CharacterDisplay

Play\_Switch

Order of March:

C ursor requests information from the Board.

Board finds the highlighted square.

Board requests information from the square.

Square requests information from the character.

Character passes its id to the square.

Square passes character’s id to the board.

Board passes character’s id to the cursor.

Cursor requests information from the switch.

Switch returns current player to the cursor.

Cursor compares current player to selected character’s owner.

Cursor passes character’s id to the controller.

Cursor passes character’s id to the menu.