

sd Play New Game

: Controller

: GameEngine 1

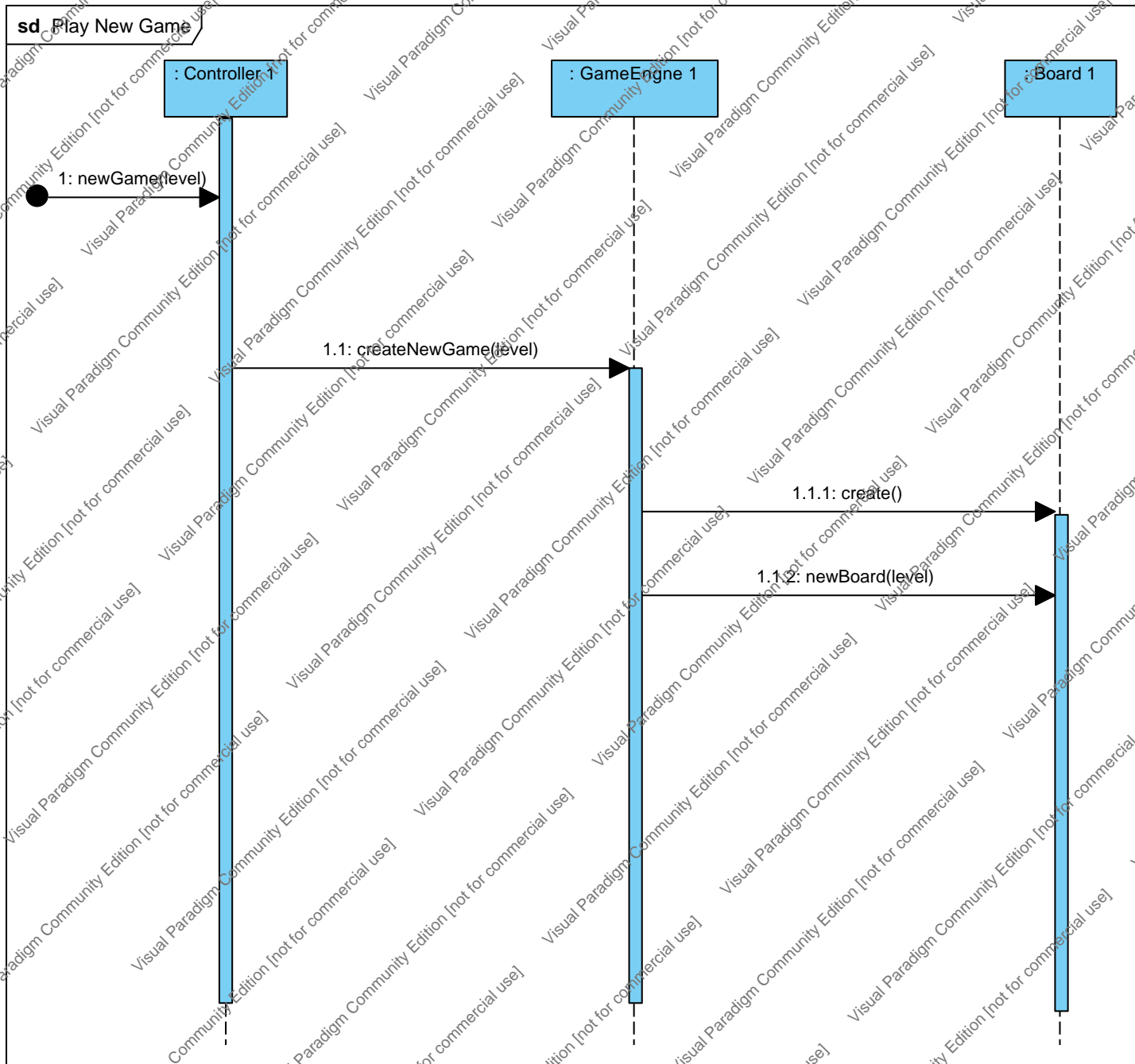
: Board 1

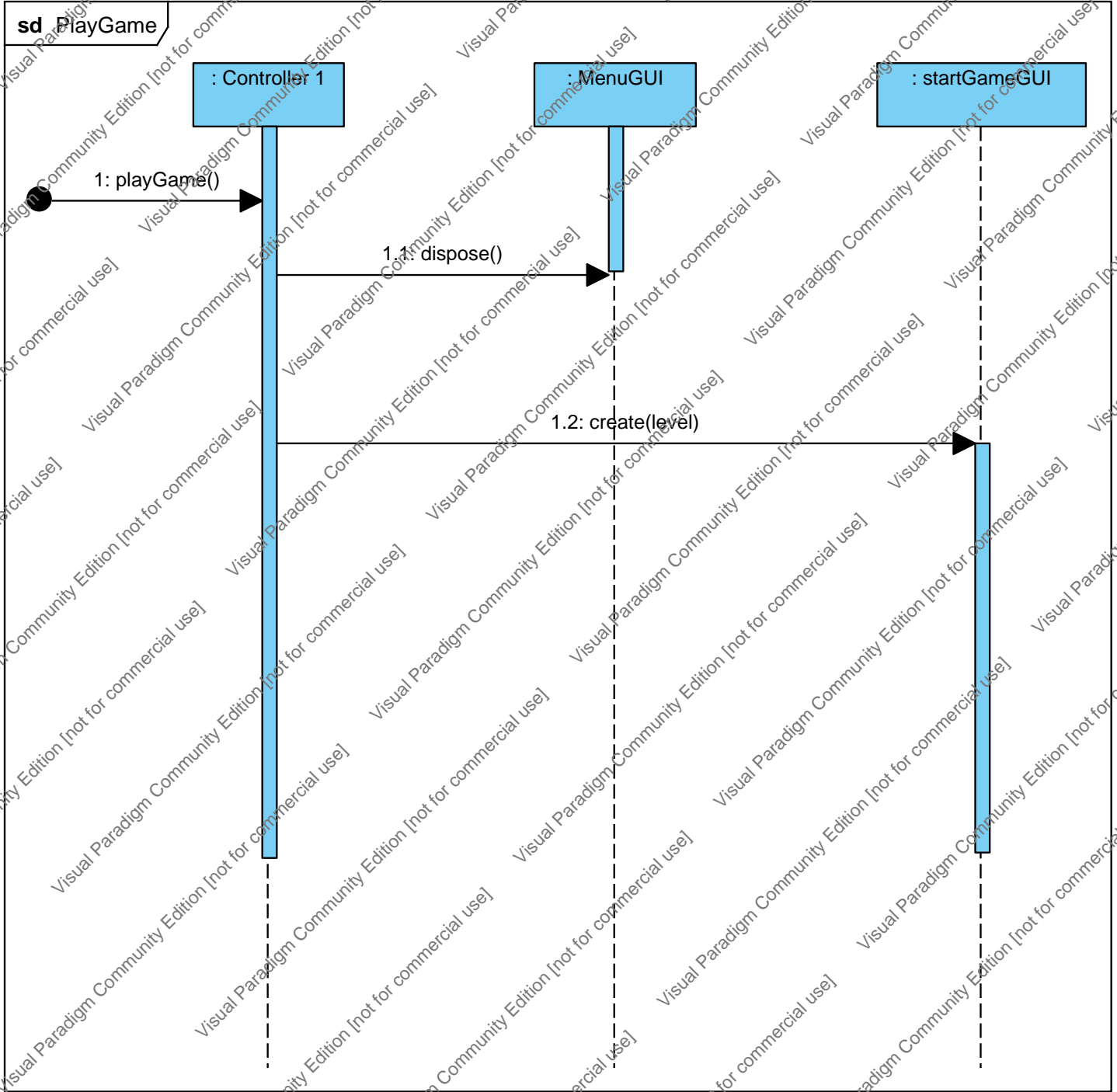
1: newGame(level)

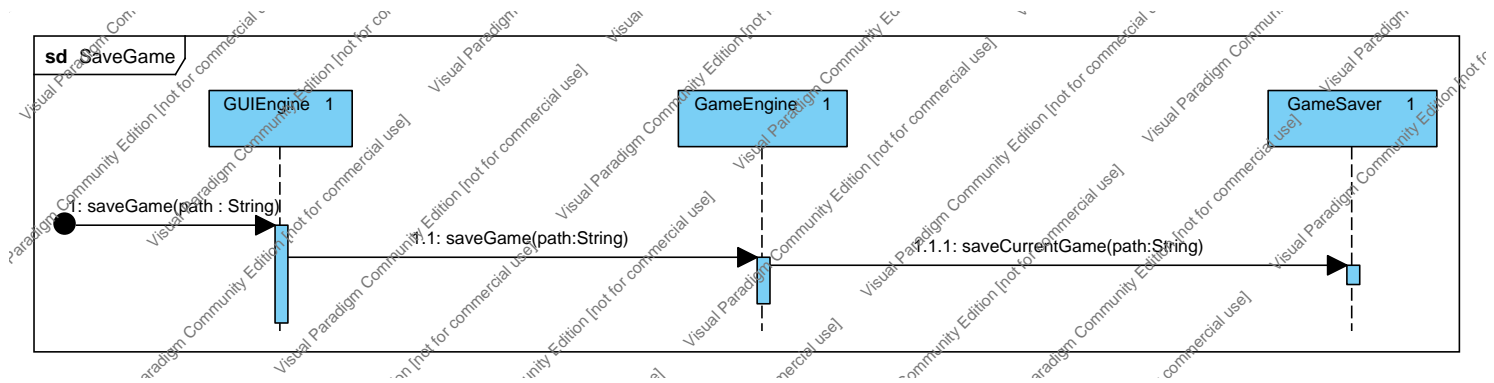
1.1: createNewGame(level)

1.1.1: create()

1.1.2: newBoard(level)







sd Swap Lokums

: GameEngine 1

Board 1

: SubscriptionKeeper 1

1: lokumClicked(p : Position)

alt

[firstLokum == null]

1.1: chooseLokum(p : Position)

[else]

alt

[p == firstLokum.getPosition()]

1.2: deselectLokum()

[else]

1.3: swapWith(p : Position)

1.4: testSwap(firstLokum.getPosition(), p : Position)

1.5: swappable : boolean

alt

[swappable == true]

1.6: swapped(firstLokum.getPosition(), p : Position)

1.7: checkGame()

1.8: deselectLokum()