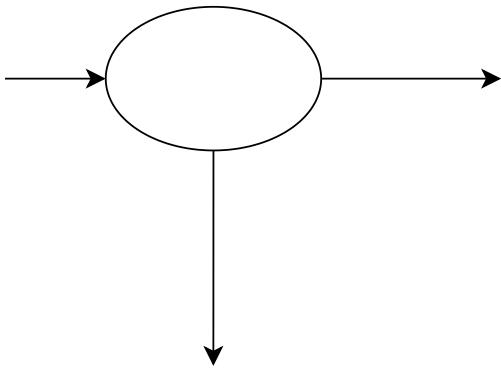


player selection
yut throwing
loop for the number
piece selection l
grouping mecha

yut value selectic
condition handlin
move piece
capture logic with

end turn, pass to ne

Text



r of yut values(could be more than one)
based on position & player attributes or piece object itself(handle
anism anyway)

on
g the case where yut value is ㄷ

h state transitions(hasPassedStart)

ext player.