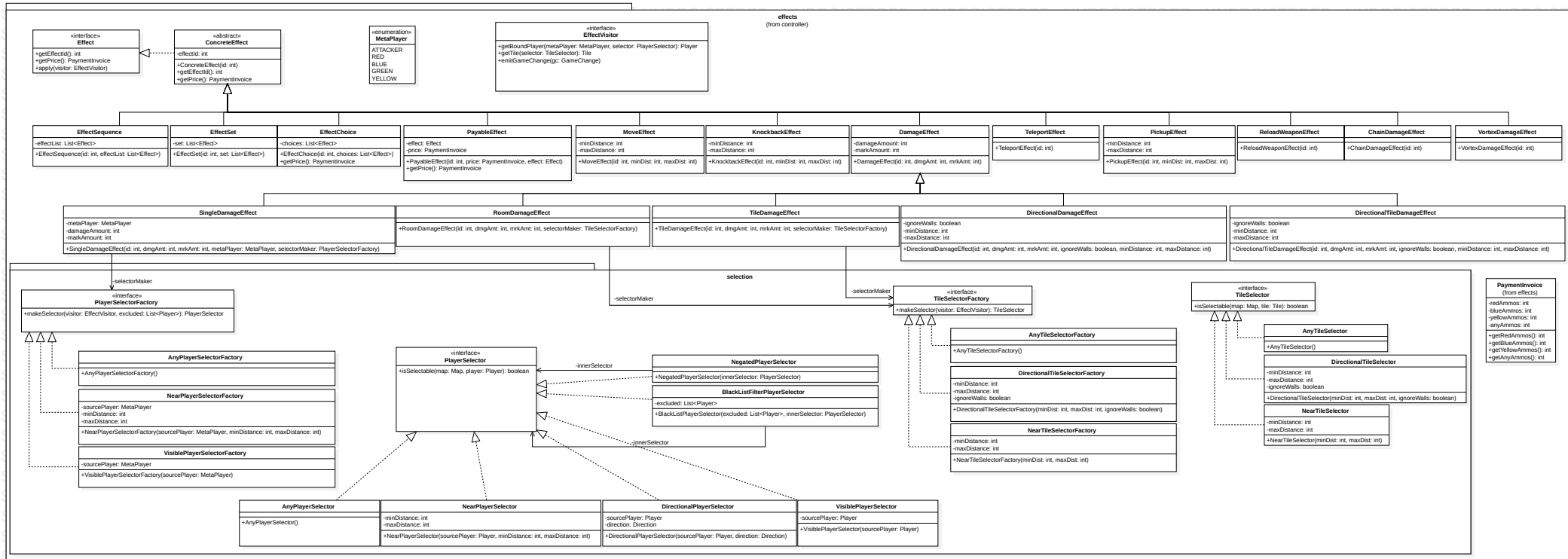
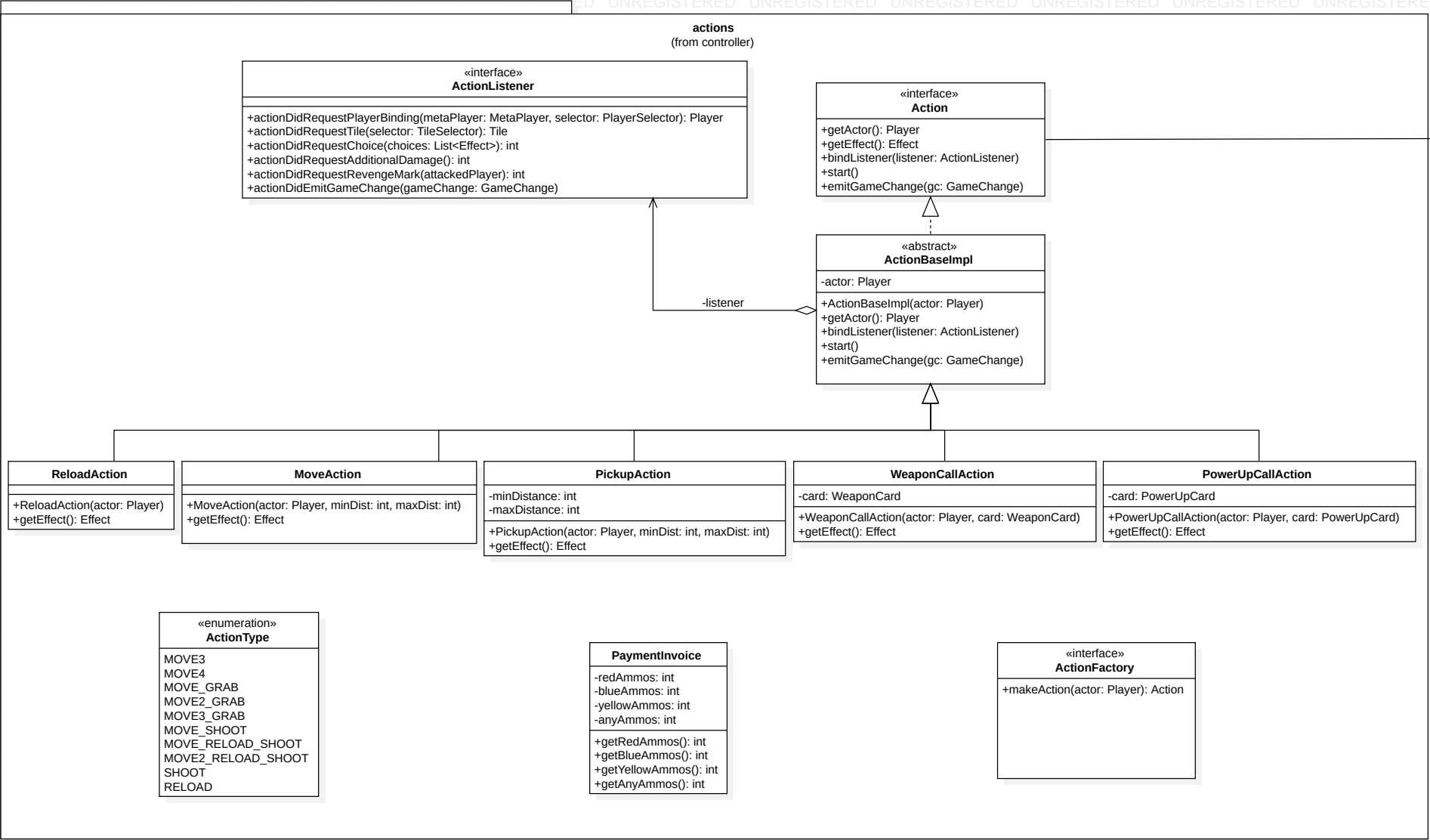
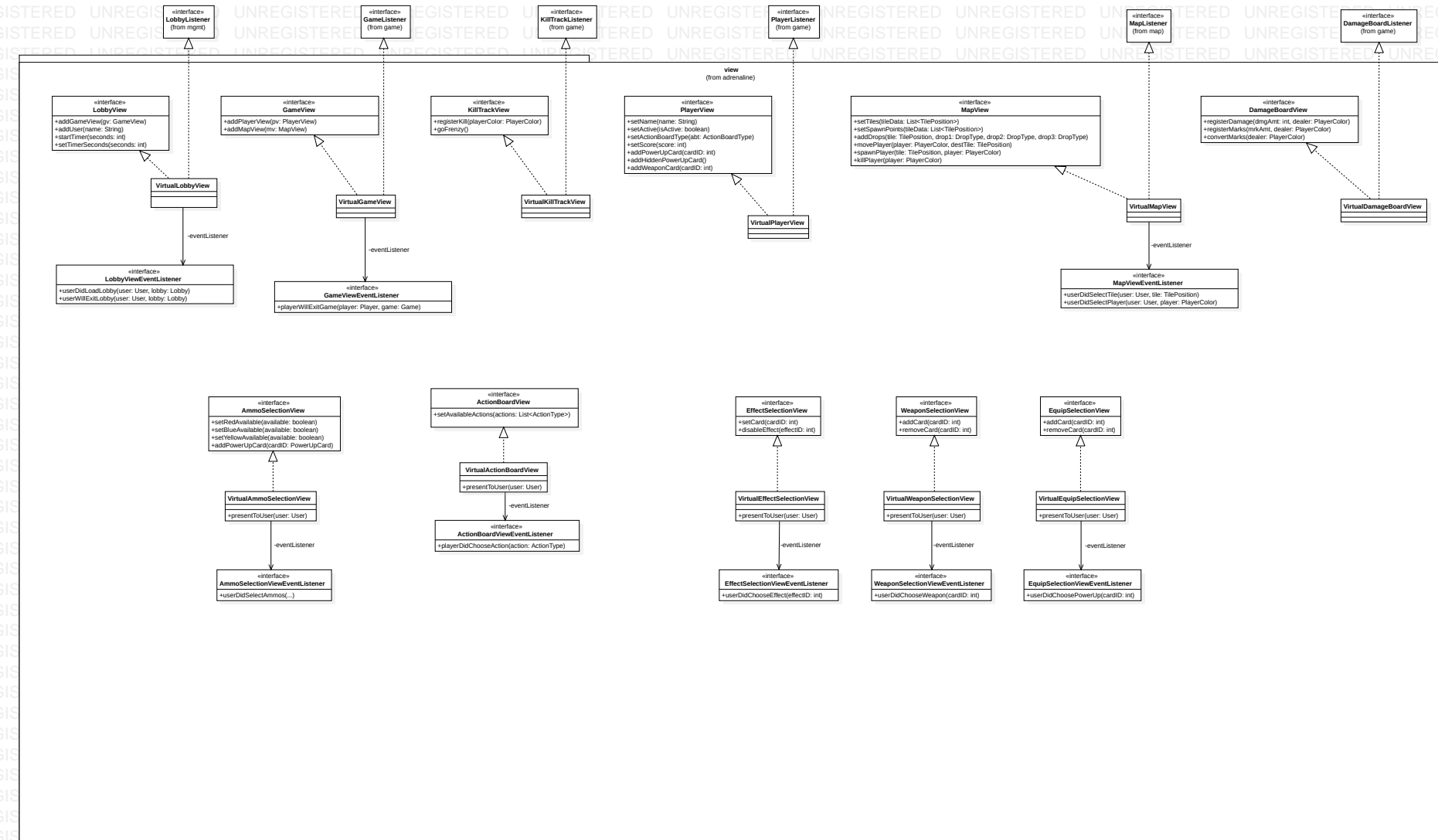


Model-View-Controller, Command, Factory, Composite, Effects, Effects Structure







interaction Action Listening

USER

efc: Effect

visitor: Action

L: ActionListener

alt Information Exchange

[additional information required]

[game change ready]

loop Effect Tree Visit

[for each inner effect]

«create»
1 : new Action(...)

«create»
2 : new ActionListener(...)

3 : bindListener(L)

4 : start()

5 : apply(visitor)

6 : actionDidRequest...

7 : required information

8 : emitGameChange(gc)

9 : actionDidEmitGameChange(gc)

10 : apply(visitor)

