|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  | Description | Game Logic interface methods |
| 1 |  |  |  |  |  |  |  |  | For each player:  Prompt for move until a valid move is given, or quit occurred. |  |
|  | 1 |  |  |  |  |  |  |  | Question: Did quit occur? | DidLastPlayerQuitSingleGame() |
|  |  | 1 |  |  |  |  |  |  | If Yes: Update board | QuitSingleGameAndUpdateGameState() |
|  |  |  | 1 |  |  |  |  |  | Declare results.  Question: Do you want another game? | Window Form: Pop up. |
|  |  |  |  | 1 |  |  |  |  | If refused: Exit application |  |
|  |  |  |  | 2 |  |  |  |  | If accepted: Set up new game. | SetUpNewGame() |
|  |  | 2 |  |  |  |  |  |  | If No: |  |
|  |  |  | 1 |  |  |  |  |  | Question: Is move valid? | IsMoveValid() |
|  |  |  |  | 1 |  |  |  |  | If No: Loop in UI until valid move or quit. | Window Form: Main window. |
|  |  |  |  | 2 |  |  |  |  | If Yes: Make move and update game state. | MakeValidMoveAndUpdateBoardAndGameState() |
|  |  |  |  |  | 1 |  |  |  | Question: Did game end? | GetGameState() |
|  |  |  |  |  |  | 1 |  |  | If Yes: |  |
|  |  |  |  |  |  |  | 1 |  | Declare results.  Question: Do you want another game? | Window Form: Pop up. |
|  |  |  |  |  |  |  |  | 1 | If refused: Exit application |  |
|  |  |  |  |  |  |  |  | 2 | If accepted: Set up new game. | SetUpNewGame() |
|  |  |  |  |  |  | 2 |  |  | If No: Continue to 1 |  |

Game loop in UI: After Initial Information is gathered.