```
┌─────────────┐              ┌──────────────────────┐              ┌──────────────────┐
│     App     │              │ controller::Controller│              │    view::View    │
└─────────────┘              └──────────────────────┘              └──────────────────┘
       │                                 │                                   │
       │  controller = new Controller(new View())                           │
       │────────────────────────────────▶│                                  │
       │                                 │        this.view = view           │
       │                                 │──────────────────────────────────▶│
       │       controller.newGame()      │                                   │
       │────────────────────────────────▶│                                   │
       │                                 │         view.welcome();           │
       │                                 │──────────────────────────────────▶│
       │                                 │   score = new Scoresheet(number_of_player
       │                                 │──────────────────────────────────────▶
       │                                 │                                   │
```

loop [turn < 13]
    view.displayTurn(turn);

    loop [player < number_of_player]
        ArrayList<Dice> hand

        ArrayList<Dice> table

        loop [roll < 3 && continue_turn]

            alt [roll != 0]
            view.displayRoll(roll)

            view.displayPlayerScore(score.getScoreByPlayer(player))

            view.displaySavedDices(hand)

            handDices(hand, table, false)

                alt [roll == 2 && hand.size() > 0]
                handDices(hand, table, true)

        loop [dice < table.size()]
        view.displayDice(dice, table.get(dice).getValue())

        score.simulateScore(mergeArray(hand, table),

        view.displayPlayerScore(score.getScoreByPlayer(player))

        view.chooseLock(score.getScoreByPlayerWithID(player))

        chooseLock(player)

        score.updateBonus(player)

    alt [turn == 12]

```
                    ┌─────────────────────┐        ┌─────────────────────┐
                    │  model::Scoresheet  │        │    model::Dice      │
                    └─────────────────────┘        └─────────────────────┘
                              ┊                              ┊
)                             ┊                              ┊
─────────────────────────────▶                              ┊
                              ┊                              ┊
                              ┊                              ┊
= new ArrayList<>()           ┊                              ┊
─────────────────────────────┊─────────────────────────────▶
                              ┊                              ┊
= new ArrayList<>()           ┊                              ┊
─────────────────────────────┊─────────────────────────────▶
                              ┊                              ┊
                              ┊                              ┊
player)                       ┊                              ┊
─────────────────────────────▶                              ┊
                              ┊                              ┊
─────────────────────────────▶                              ┊
```

score.updateTotal(player)

view.displayPlayerScore(score.toString())

view.displayWinner(score.getWinner())