Hier wird die Verschachtelung GUIClient <> ClientBase <> Network <> Server ausgelassen Ein Spieler kommt durch Würfeln auf ein Feld und muss Miete zahlen Das Diagramm beginnt zum Zeitpunkt des Bewegens des Spielers rent and getting bankrupt user1 guiClient1:GUIClien base1:ClientBase otherFields:GameField base2:ClientBase guiClient2:GUIClient card:StreetCard iPopup:InteractionPopup server:MyServer logic:Logic payer:Player payee:Player payerStreets:Street street:GameField movePlayer(int playerID, int field) [player moves] passThrough(int playerID, int field) execute(int playerID, int field) getCash() setCash() extra turn for user1 to get money setGameStatusMessage(int playerID, string message) informTurn(int playerID) informTurn(int playerID) informTurn(int playerID) getGameStatusMessage(int playerID) **{----**showMessage(string message) \_\_\_\_\_\_ accept(int playerID) accept(int playerID) accept(int playerID) **(**--------**(**-----<del>-</del> <del>(</del> - - - - - - - - - - - - - <del>- |</del> `deconstruct() deconstruct(int playerID, int position) deconstruct(int playerID, int position) deconstruct(int playerID, int position) upgradeStreet(int playerID, int position, int level) -----setCash(int newAmount) -----endTurn() endTurn(int playerID) endTurn(int PlayerID) (----------<del>-</del>-----<del>-</del> give the payee the cash he can get لـ - - - - - - - - - - - - - - - - ا setCash(newAmount) informCashChanged(int playerID, int cashChanged) informCashChanged(int playerID, int cashChanged) ┩<del>┡</del>╶╴╴╴╴╴╴╴┊╴╴╴╴╴╴╴╴╴╴╴╴╴┪<del>╿</del>╴╴╴╴╴╴╴╴┊╴╴╴╴╴╴╴╴╴ <u></u> cleaning up the payer playerBankrupt(int playerID) [street in player possession] **|**|-----informBuy(int position) informBuy(int position) informBuy(int position) -----informTurn(int playerID) storeGame(string path) informTurn(int playerID) informCashChanged(int playerID, int cashChanged informTurn(int playerID) informTurn(int playerID) | | ------