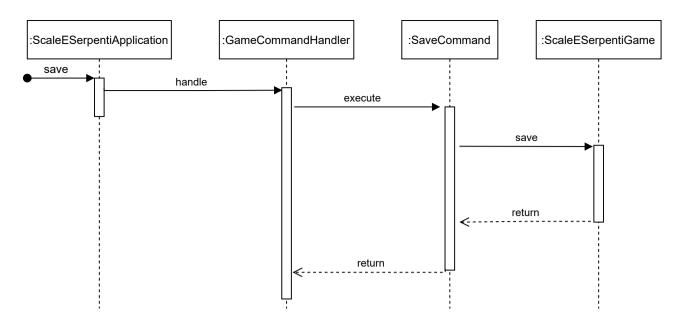
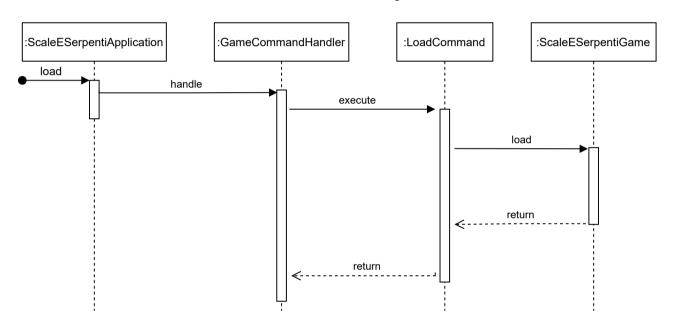


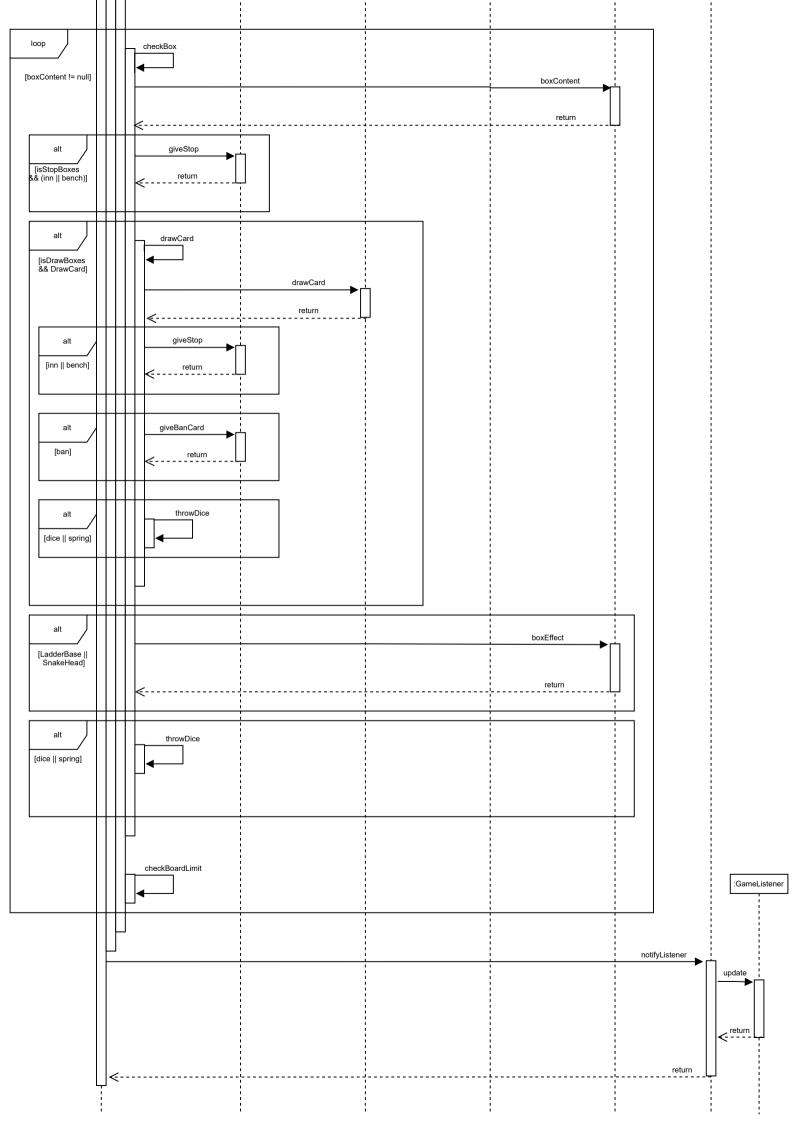
• Salvare una configurazione



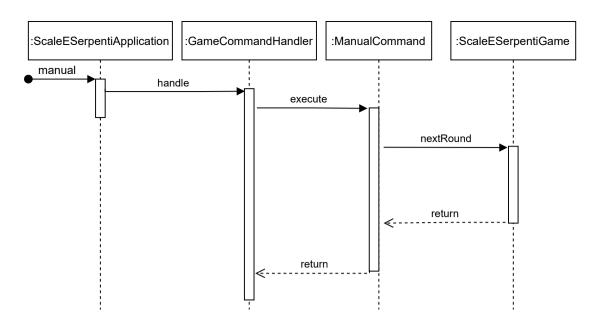
• Caricare una configurazione



• Simulazione dei turni di gioco :ScaleESerpentiGame Deck Dice AbstractGame Player Board nextRound currentPlayerRound checkStop hasStop ----return alt hasBanCard [isStopBoxes && hasStop] <-----return alt useBanCard [isBanCards && hasBanCard] <----- return addCard(Ban) [else] <-----return throwDice throwDice [isSingleDice || (isRollSingleDice && player.pos >= numBoxes - 6)] throwDice [else] return throwDice calculatePosition checkBoardLimit boxContent return



• con avanzamento manuale dei turni di gioco.



• con avanzamento automatico dei turni di gioco.

