

<b>Zeus</b>	
Generates worker actions	Action, Worker, Board
Knows the condition that should be met for activation	Worker
Knows its name	
Knows the game phase it gets activated in	GamePhase
Knows if it is optional	

<b>PlayerTimer</b>	
Start timer	
Stop Timer	
Performs countdown operation	ActionEvent

<b>TimerPanel</b>	
Loads the Countdown	PlayerTimer
Switch countdown timer to start	PlayerTimer