

Scenario specific to where a New Game has been started with 2 players and 2 gods

This sequence diagram illustrates the setup of a 5x5 game board

This scenario only has 2 Gods: Artemis and Demeter

:NewGamePanel

:Board

<<creates>>  
:Game

<<creates>>  
:Artemis

<<creates>>  
:Demeter

<<creates>>  
random:Random

loop [for each god]  
nextInt(numberOfGods)

The random integer generated determines the new index for each God

X

initGods()

loop [for each numberOfPlayers]  
<<creates>>  
:Player  
gods[i] refers to the shuffled array  
i is the index of the player in the Player array  
setGod(gods[i])  
<<creates>>  
maleWorker:Worker  
<<creates>>  
femaleWorker:Worker

Each player is randomly assigned one of the two God cards; a shuffling logic is utilised on the 'gods' array, which is then dealt out to players to simulate randomness

Four workers are randomly positioned on the board  
coord is derived from the list 'availableGround' that has been shuffled

loop [for each player]  
loop [for each worker]  
setCoordinate(coord,board)  
setCoordinate(coord,board)  
addWorker()  
addWorker()

addRandomlyPlacedWorkers()