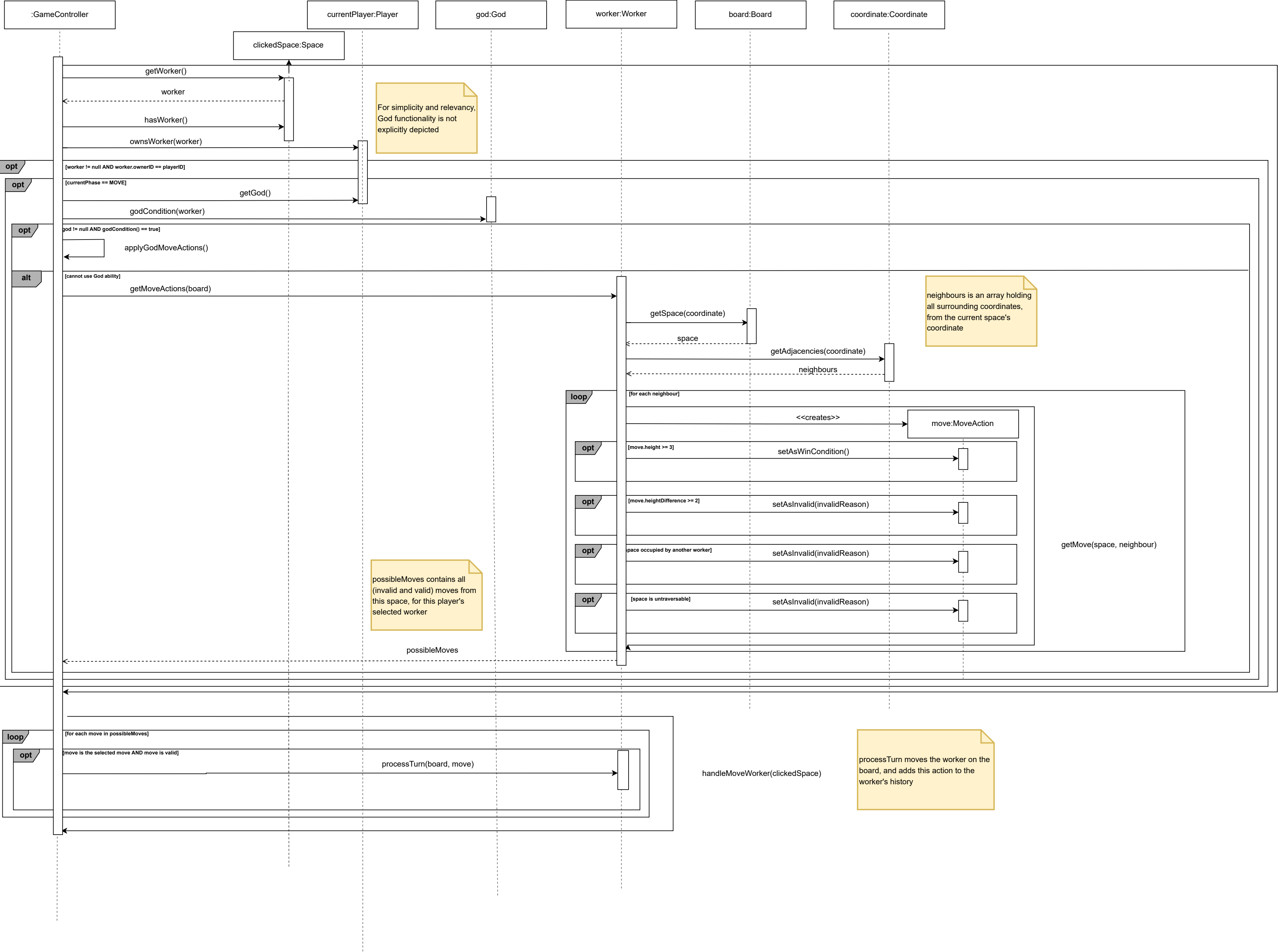


This sequence diagram illustrates the selection and movement of a worker for the current player

Scenario specific to a player at the start of their turn, where they have clicked a tile (clickedSpace) with their worker



handleSelectWorker(clickedSpace)

getMove(space, neighbour)

handleMoveWorker(clickedSpace)