

FSM progetto (VIEW/CONTROLLER)

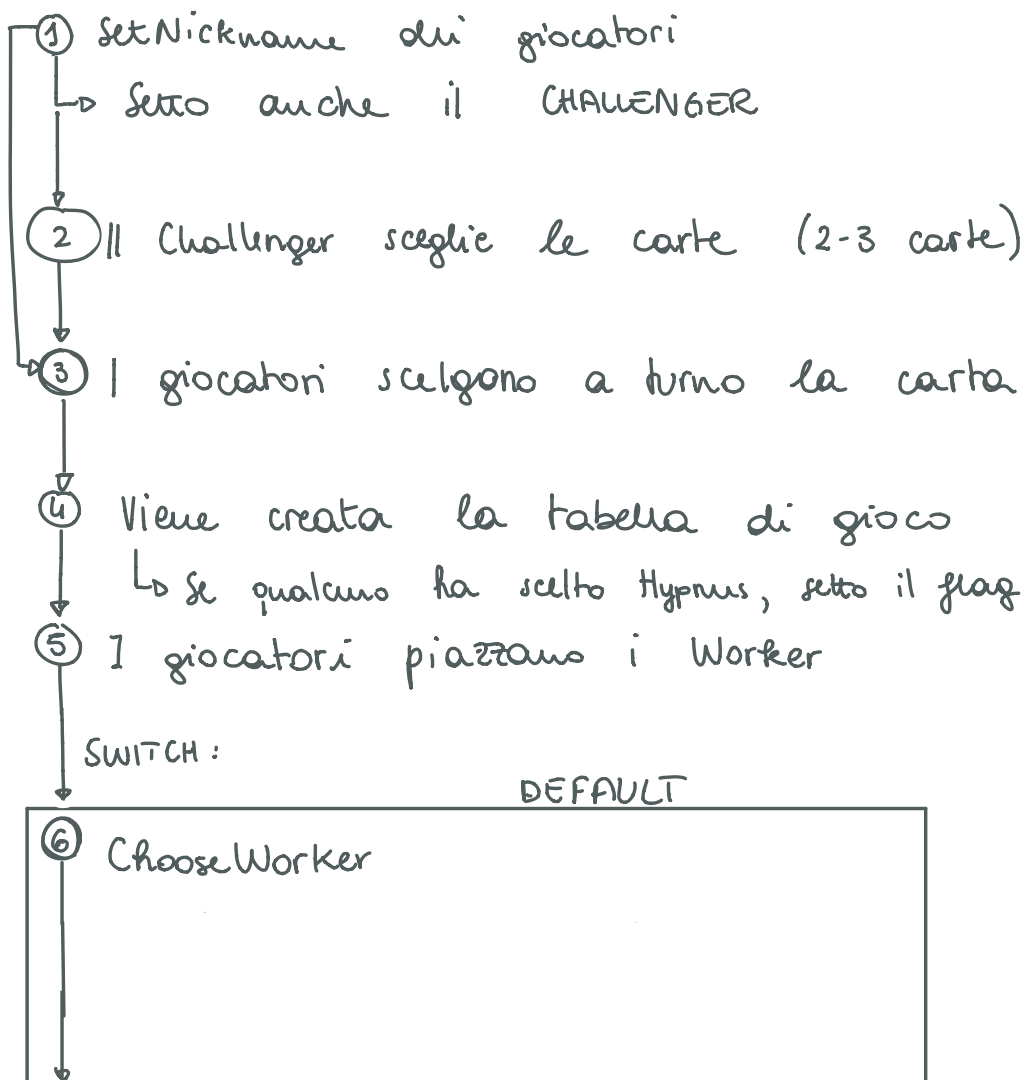
2 FSM in corrispondenza circa binario (salvo eccezioni)

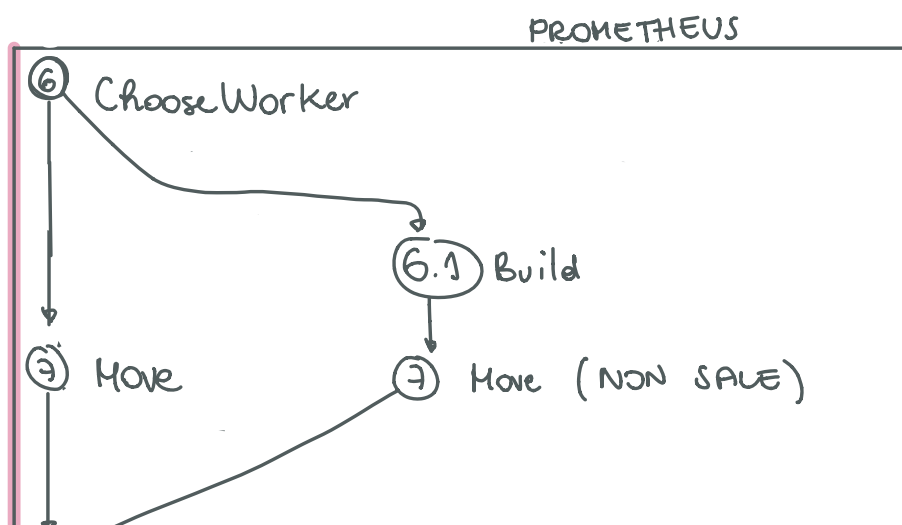
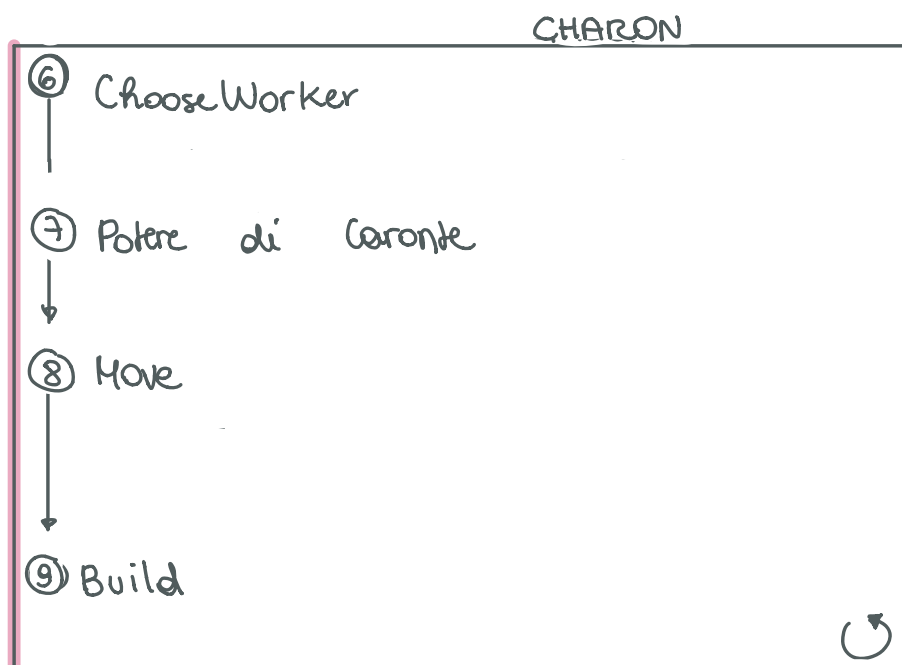
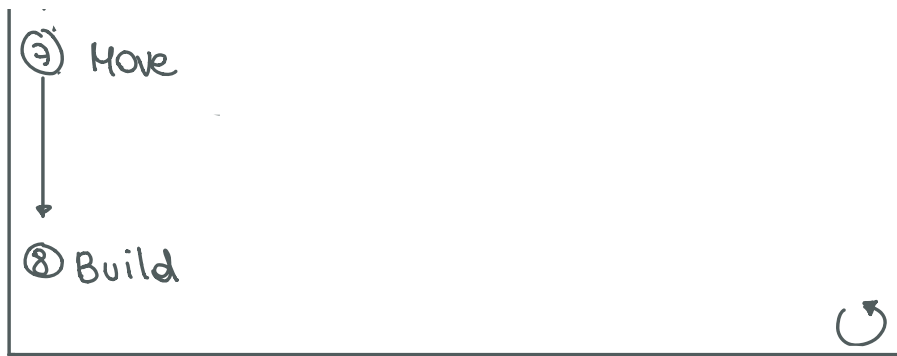
FASI del GIOCO

 Potere prima della move

 Potere dopo la move

 Potere dopo la build





⑧ Build



ARTEMIS

⑥ Choose Worker

⑦ Move ^{x1 (ma non torna indietro)}

⑧ Build



TRITON

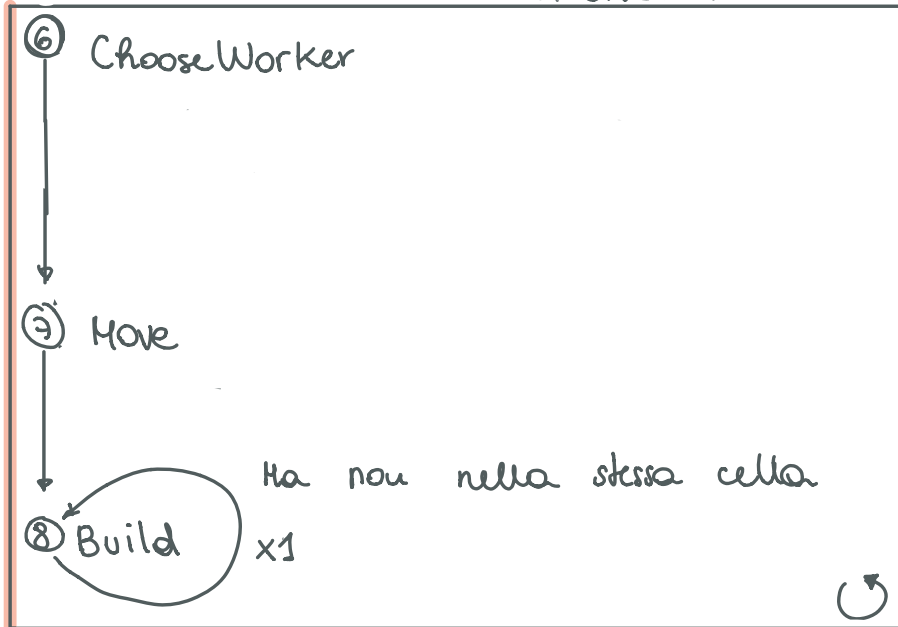
⑥ Choose Worker

⑦ Move ^{x∞ volte sul perimetro}

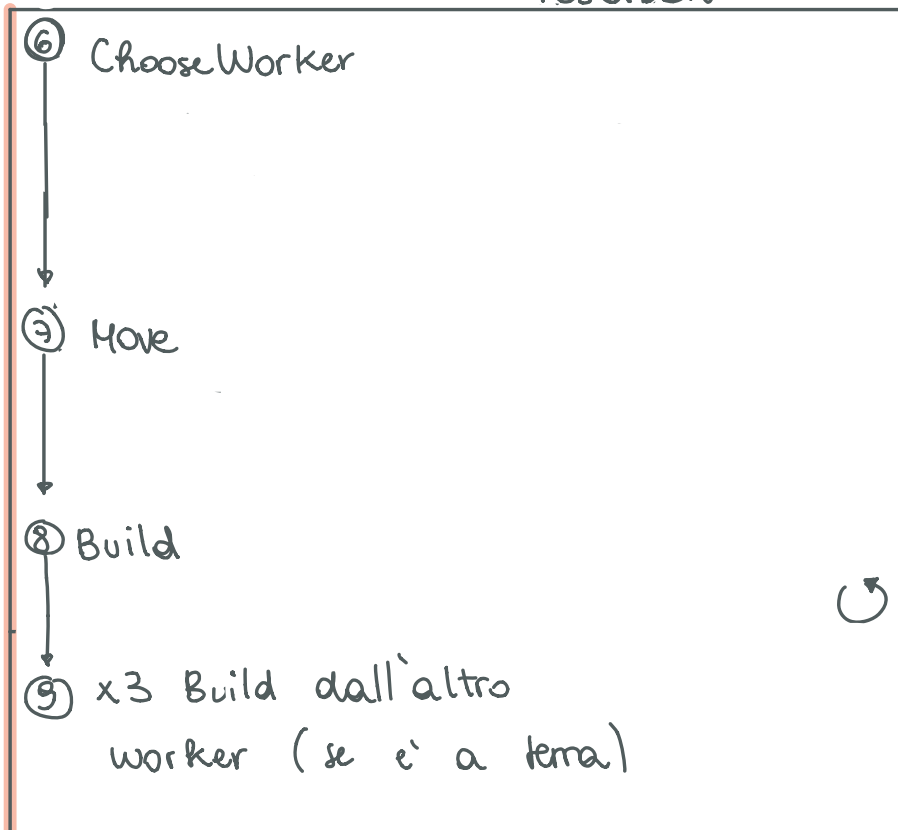
⑧ Build

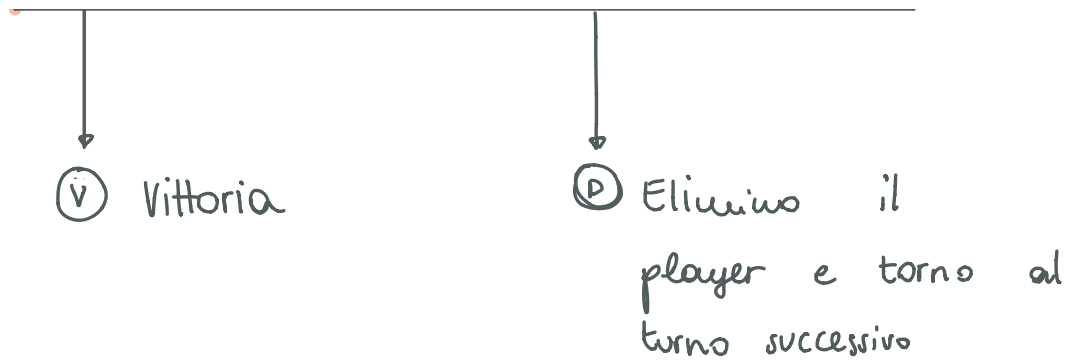


DENETER



POSEIDON





Nel caso di 3 giocatori, se un giocatore non ha più pedine libere di muoversi, il giocatore viene rimosso

MODELLO GENERICO FSM (Pattern State)

