Saved Game

New Game
Difficulty
Human Players

Human
Colour

Computer
Colour

Player
Colour

Game

Board

Loads ▶ 1

1

1 Initilizes ▶ 1

1 Saves ▶ 1

1 Set Up ▶ 1

Has ▼

1

56

Space
State

1

1

Passes Turn ▲   ▼ Enters

▲ Ends

Occupies ▲   ▲ Occupies

Turn Phase
Current Player

1 1

1 1

1

1

Discard Pile
Inactive Pieces

Piece
Color

Stack
Height
Bottom Pieces
Top Piece

1 Discards ◀ 0..*

2..5 Builds ▶ 1

1..* Captures ◀ 1

0...1

1

Moves ▲

0... *   0...1

Has ▼

Reserve
Quantity

1

1

▲ Contains   ▲ Is Applied

0...1

▲ Is Applied

Move
Distance

1

1

1

Considerations and Assumptions

1) Every Turn Phase has a Move which is responsible for the movements of pieces on the gameboard. There are two options to move in this case: a piece or a stack. This relationship can be seen as a conditional which chooses between piece and stack. Note that the 0..1 multiplicity for both piece and stack should be interpreted as "move either a piece of a stack". Do not interpret this multiplicity as giving the player the opportunity to not make a move at all.

2) The statement above does not apply to a reserve piece being moved back to the board. This distinction was made primarily since a Move conceptual class contains the attribute, *distance*. The reserve piece can be played anywhere on the board and ignores any constraint of distance.

3) Turn Phase will control the flow of play throughout the game.

This includes:
- managing the passing of turn to the next player
- determining the winning condition thus ending the game