UML Sequence Diagram

Actors/Objects: User, System, Piece, MainFrame, Bid

- hasTargetChip
- getTargetChip()
- !hasTargetChip gameOver()
- ShowTargetChip()
- makes a bid
- Timer > 0
- startTimer
- returnBids():
- resetTimer
- !at Target
- resetBoard
- nextMinBidder
- nextMinBid
- !isMinBidder
- isMinBid
- move
- move
- i++
- atTarget
- atTarget
- increase score
- removeTargetChip