

interaction - build: Minotaur

Game

GameLogicMinotaur

GameLogicDecorator

DefaultGameLogic

Board

Cell

buildInGame(x, y,
direction, block)

checkBuildValidity(x,
y, direction, board)

checkBuildValidity(x, y,
direction, board)

checkBuildValidity(x, y,
direction, board)

checkWithinBoard(x, y,
direction, board)

checkAdjacency(x, y,
direction, board)

checkOccupancy(x, y,
direction, board)

getPlayer(x+directionC[0],
y+directionC[1])

getPlayerC()

canBuildTwice(x,
y, direction)

canBuildTwice(x, y, direction)

canBuildTwice(x, y,
direction)

build(x, y, direction,
block, board)

build(x, y, direction,
block, board)

build(x, y, direction,
block, board)

addBlock(x+directionB[0],
y+directionB[1])

addBlock()

