

implements	implements
Default Game Logic	Gome Logic Decorator
	+ Default-Gamelogic: Gamelogic
+ Default Grame Logic C): + Check Macable Position (Player player, Doard board): + check Macable Position (Player player, Doard board): + check Macable Position (Intx, Inty, Int[) direction, Board board): boolean + build (Intx, Inty, Int[) direction, boolean black Board board): boolean + check Winner (Intx, Inty, Int[) direction, Board board): boolean + opponent Cannot Move (): boolean	+ GameLogic Decolator (DefaultGome Logic component) + check Mouble Position (Player player, Board board): List < List < Integer >> + check Move Wolfdity (int x, int y, int C) direction, Board board): boolean + check Build Validity (int x, int y, int C) direction, Board board): boolean + butld (int x, int y, int C) direction, boolean + butld (int x, int y, int C) direction, boolean f check winner (int x, int y, int C) direction, Board board): bolean + opponent (annot Maye (): brolean + con Build Turce (int x, int y, int C) direction);
+ opponent connections that the control of the cont	
Game Logic Apollo Game Logic Ban - Gurent Player: player - nect Player: player + check Winner (int x, int y, int T) direction,	extends extends extends extends Game Logic Minute wr current Player: player -int time; -int time; -int light Build Place -int direction, boolean (astup) + can Build Turce (int x; int y, int light Girection) board); + move (int x; int y, int light Build Place) + can Build Turce (int x; int y, int light Build Place -int time; -int time;