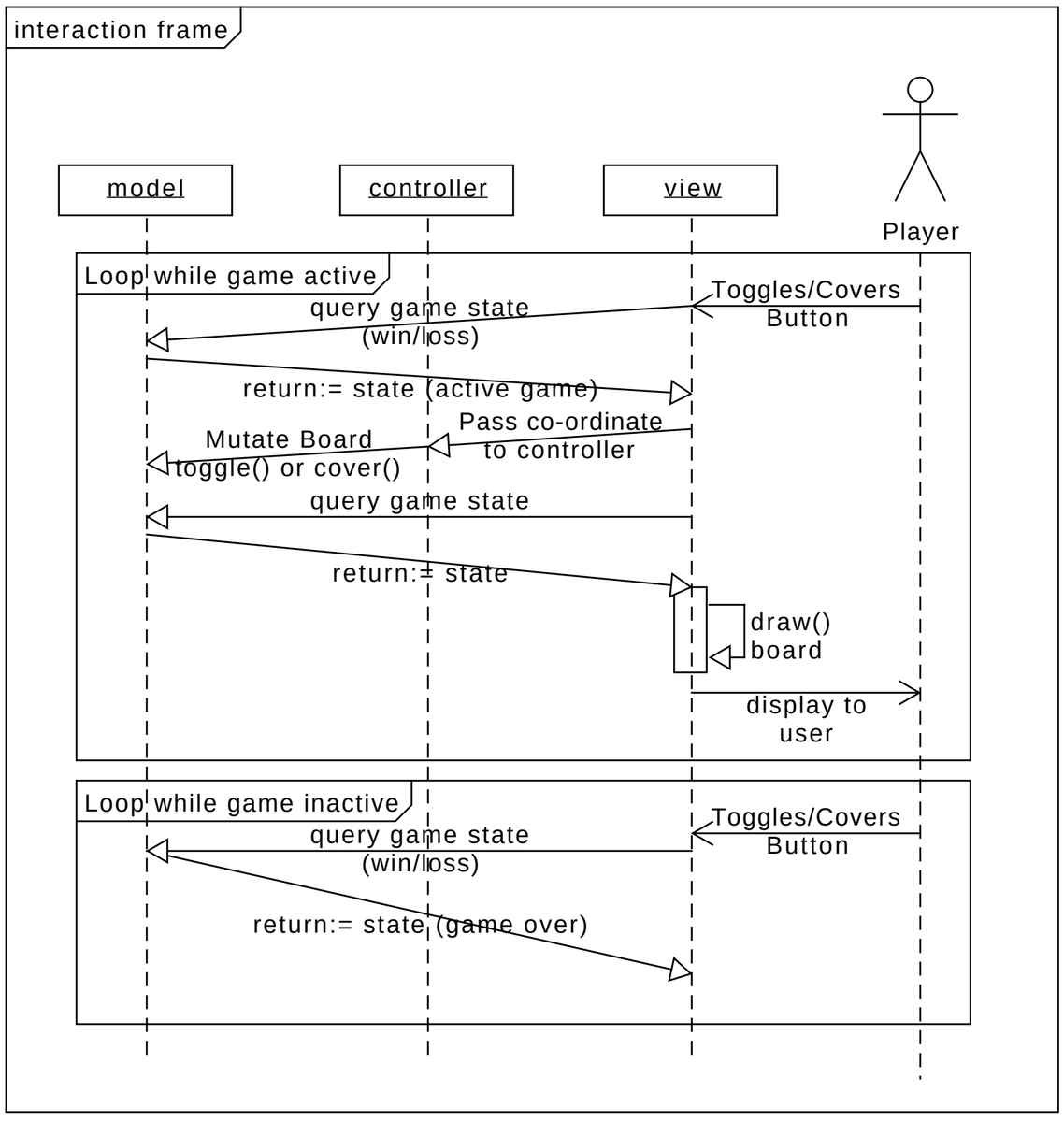
interaction frame
model
controller
view
Player
Loop while game active
Toggles/Covers Button
query game state (win/loss)
return:= state (active game)
Pass co-ordinate to controller
Mutate Board toggle() or cover()
query game state
return:= state
draw() board
display to user
Loop while game inactive
Toggles/Covers Button
query game state (win/loss)
return:= state (game over)

Game