## **UML SANTORINI**



	< <enumeration>&gt; Color</enumeration>
WHITE BROWN BLUE	

**	enumeration>> Priority
OPTIONAL BASE MUST	

	<enumeration>&gt; GamePhase</enumeration>
BUILD MOVE	

	<enumeration>&gt; GameMode</enumeration>
TWO THREE	

	<pre>&lt;<enumeration>&gt; TypeBlock</enumeration></pre>
WORKER LEVEL1 LEVEL2 LEVEL3 DOME	

< <enumeration>&gt; God</enumeration>
STANDARD APOLLO ARTEMIS ATHENA ATLAS THENA ATLAS HEPHAESTUS MINOTAUR PROMETHEUS

	<enumeration>&gt; Event</enumeration>	
MOVE BUILD UP DOWN BLOCK ZERO ONE TWO THREE FOUR	- Country - Coun	

	< <enumeration>&gt; StatusPlayer</enumeration>	
WIN LOSE GAMING		

