

opponent

switchActivePlayer()

3. Remove Pieces (After a mill is formed)

<<create>>

:GameBoardGridPane

executed: boolean

removeAction :RemoveAction

game :Game

move: Move

opponent.attemptTransitionPhase()

setPhase(JumpPhase)

setPhase(null)

[destination.isInVerticalMill() || destination isInHorizontalMill()]

setHasFormedMill(true)

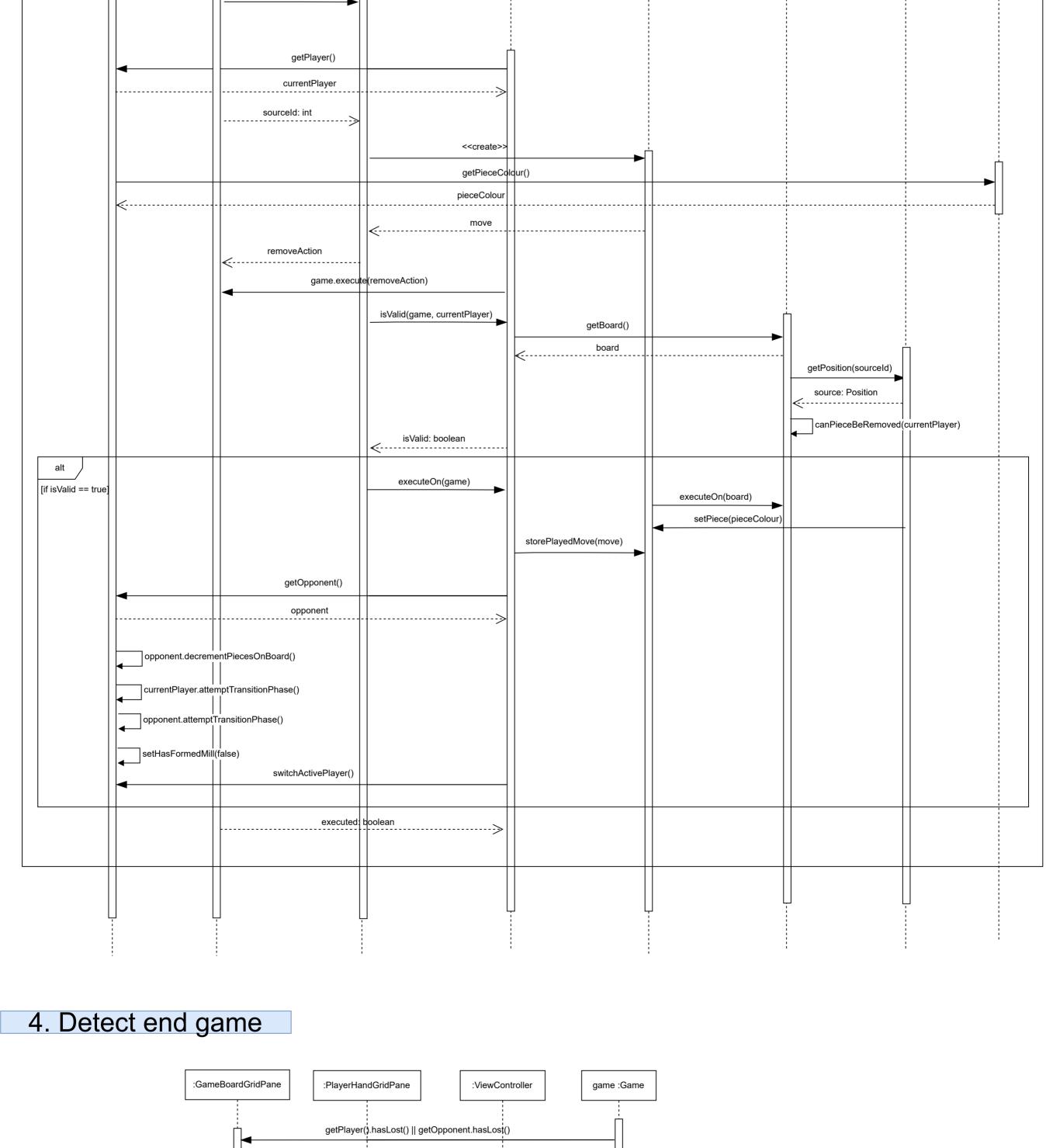
[if phase == \$lidePhase && getPiecesOnBpard() == 3]

[if phase == JumpPhase && getPiecesOnBoard() < 3]

[if !currentPlayer.hasFormedMill()]

:Player

[if hasFormedMill() == true]



board: Board

:Position

pieceColour:PieceColour

