

Player

System

GameBoard

rollDice()

validation()

alt 1 No Special Combination detected

handleRegularClick(int row, int col)

placeStone()

rollResult()

handleCellClick(int row,int col)

alt 2 Player decides not to use special combination

rollResult()

handleRegularClick(int row, int col)

placeStone()

validation.isValidPlacement()

alt 3 Five of a kind or Straight of Six

handleRegularClick (int row, int col)

placeStone()

Display Stone replaced! Now
placeStone the displaced stone

displacedRow(),displacedCol()

handleDisplacedStonePlacement(int row,int col)

placeStone(row,col)

Calculate Score

nextTurn()