TimerManager	
Coordinate switching of active timers between players Manage timer lifecycle during turn transitions Provide aggregated timer info for UI and game logic Detect and notify timer expiration events	Player PlayerTimer TurnManager

PlayerTimer	
Manage countdown timer for a player (start, pause, reset) Track remaining time and expiration status	Player

TritonMoveAction (MoveAction subclass)	
Execute a worker move action using Triton's special rules Detect if the destination tile is on the board perimeter Chain additional optional move actions when on perimeter	Worker Board Tile Position ActionResult

Triton (GodCard subclass)	
Define Triton god card special ability description Provide Triton's specific action sequence (TritonMoveAction followed by BuildAction)	TritonMoveAction BuildAction

TutorialManager	
Manage Tutorial step progression and state Validate player actions based on current tutorial step Provide guidance (highlight tiles, and messages) Notify observers of tutorial events Support other tutorials with different step sequences	TutorialStep TutorialObserver Player Board Worker Tile

TutorialGameMode (GameMode subclass)	
Initialize predefined board layouts and scenarios Set up players, workers, and buildings for tutorial Delegate tutorial logic and validations to TutorialManager Manage flow and determine tutorial completion	TutorialManager Player Board Worker Tile Position Building