Move a CityBlock

Player

Component | **:MoveCityBlock** | **game:Game** | **:Map** | **T1:Tile** | **city1:CityBlock** | **T2:Tile** | **city2:CityBlock**

Player → Component: clickMoveCityBlock():void

Component → :MoveCityBlock: <<create>>
MoveCityBlock(Game game, int posBefore, int posAfter)

Component → :MoveCityBlock: canDo() : boolean
:MoveCityBlock ⇢ Component: isPossible

Alt [isPossible==true]

Component → :MoveCityBlock: execute():void

:MoveCityBlock → game:Game: getTile(posBefore):Tile
game:Game ⇢ :MoveCityBlock: T1

:MoveCityBlock → game:Game: getTile(posAfter):Tile
game:Game ⇢ :MoveCityBlock: T2

game:Game → T1:Tile: getCityBlock():CityBlock
T1:Tile ⇢ game:Game: city1

game:Game → city1:CityBlock: setCityBlock(null):void

game:Game → T2:Tile: getCityBlock():CityBlock
T2:Tile ⇢ game:Game: city2

game:Game → city2:CityBlock: setCityBlock(city1):void

:MoveCityBlock → game:Game: updateCurrentScore(int position):int

game:Game → :Map: updateCurrentScore(int position):int

:Map → T2:Tile: getPoints():int
T2:Tile ⇢ :Map: points

T2:Tile ⇢ :Map: points

:Map → T2:Tile: getRadius():int
T2:Tile ⇢ :Map: radius

:Map ⇢ :Map: radius

:Map ⇢ game:Game: newCurrentScore
game:Game ⇢ :MoveCityBlock: newCurrentScore

:MoveCityBlock → game:Game: getNextScore():int
game:Game ⇢ :MoveCityBlock: nextScore

Alt [newCurrentScore>nextScore]

:MoveCityBlock → game:Game: updateNextScore():void