

SequenceDiagram::Interaction1::SequenceDiagram1 Player 1 Weapon prova 3 : return Match 4 : Setup Board in view first player choose to make a movement 6 : get movable tiles 9 : move(Tile) 10 : move player 1 to tile 11 : move to tile 12 : update view 13 : choose action first player choose to shoot 14 : get actions in shooting 16 : update with choices 15 : return relative action 17 : Choose weapon with effect 19 : check if power up "DAMAGING present 20 : return possible players

