

Sequence Diagram Description

The sample game modeled by the sequence diagram contains four players, Anakin and Boba Fett as the two humans, C3PO as the computer with cautious strategy and Darth Vader is the computer with aggressive strategy. The game has gone on for a couple of turns before the sequence diagram starts.

Anakin is up first. The GameController rolls the dice, which returns 3 as its result. Anakin consults his strategy to decide his move, which queries the player. Anakin makes up his mind and tells the GameController which pawn he wishes to move. The GameController makes the move, which ends up kicking Boba Fett's pawn. Boba wasn't pleased.

It's now Boba Fett's turn. He queries the GameController, which rolls a 5. Boba Fett chooses to move one of his other existing pawns (that wasn't kicked by Anakin). The pawn he chooses is given to the GameController, which makes the move. As Boba Fett didn't roll a 6, his turn is now over. He spends some time perusing the latest bounty offers, wondering which capture will pay for his next meal.

C3PO rolls a 4. As he is behind on the board and feeling unhappy with the result, he attempts to persuade the GameController in one of the 6 million languages he knows to increase his result. Unfazed, the GameController still returns the result of 4. He consults his cautious strategy for the available moves. There is a pawn of Darth Vader's that he could kick, but fearing the wrath of the sith lord, his strategy ranks that move lower than some of the other moves available. His strategy selects one that separates him furthest away from the pawns of the other players. He returns this pawn to the GameController. The GameController moves the pawn.

It's now Darth Vader's turn. Vader rolls a 1. Disappointed by the result and determined to catch up to the other players pawns so he can kick them, he consults his strategy to see if there is any pawns his pawns can move to and kick. Finding none, his strategy decides to move the pawn closest to his goal. He returns this pawn to the GameController, and the GameController makes the move.