System Sequence Diagram

Actor

:GUI   :System

newGame()

return game_connected

sendGameInfo(playerOneName, playerTwoName, playerOneCard, playerTwoCard)

return game_start

getGameInfo()

return GameBoard, GmaeStatus, PlayerNames, PlayerGodCards

placeWorker(row, col)

Loop until all four workers being placed

return failed/success and game_state

Loop

moveWorker(row, col, newRow, newCol)

Loop until return success

return failed/success and game_state

commandBuild(row, col, newRow, newCol)

Loop until return success

return failed/success and game_state

return winning_game_page