: Demeter

: game

: grid

buildtoken()

checkbuild()

[grid is not occupied by worker]

[input coordinates are not out of boundary]

[grid has no dome]

createToken and Build()

[else]

False

False

build phase 1:
nested if statement to check whether
the input meets each requirement

[else]

False

False

[else]

False

False

[If do not skip build phase 2]

checkbuild()

[grid is not occupied by worker]

[input coordinates are not out of boundary]

[grid has no dome]

createToken and Build()

[else]

False

False

[else]

False

False

[else]

False

False

[else]

build phase 2:
nested if statement to check
whether the input meets
each requirement

new Game state