System Sequence Diagram

startGame(name)

initialBoard

setStartPosition(x, y)

showBoard - - - - - - startTurns

loop
no player win the game

if is player's turn

selectWorker — makeMove(worker,position) — makeBuild(worker,position)

updateBoard - - - - - showBoard

showOpposerAction - - - - - showBoard

w = hasWinner?

if w == true

endGame