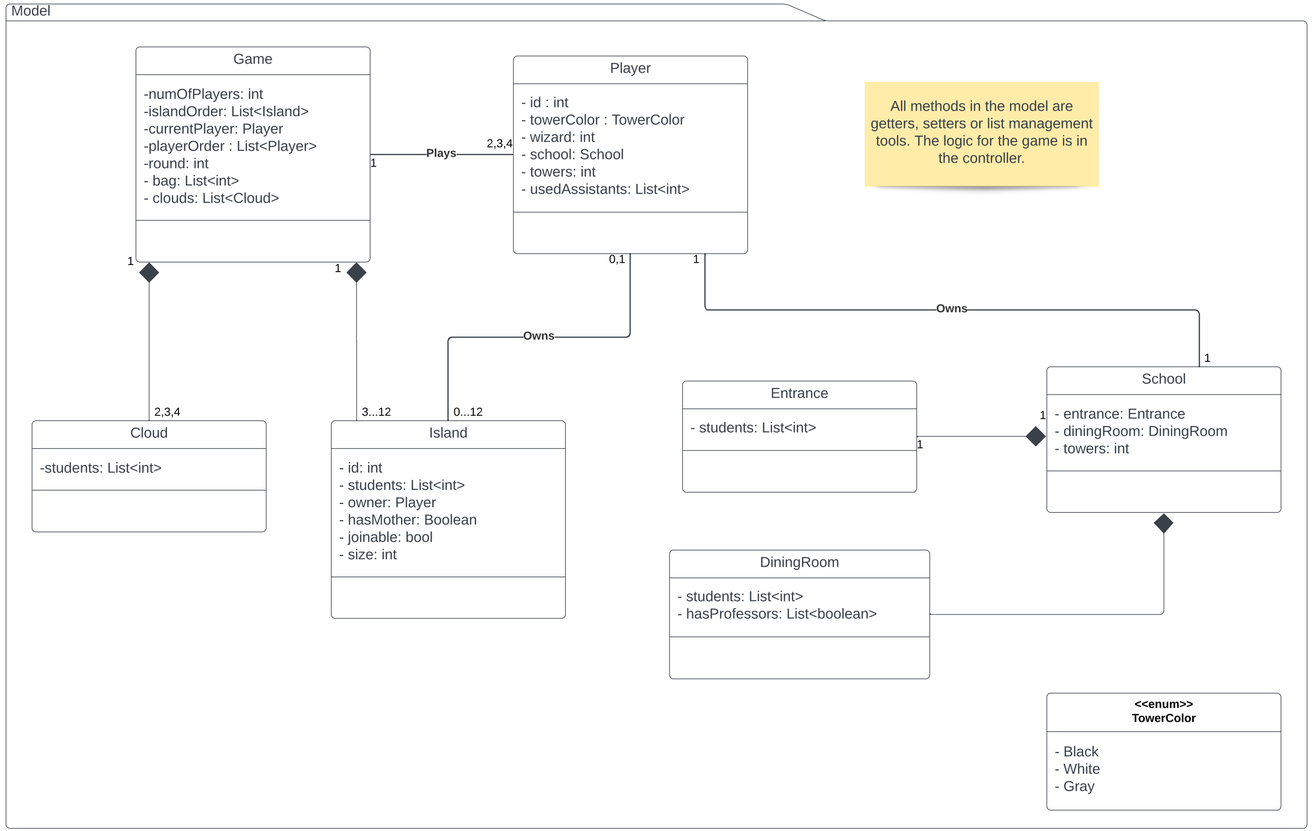

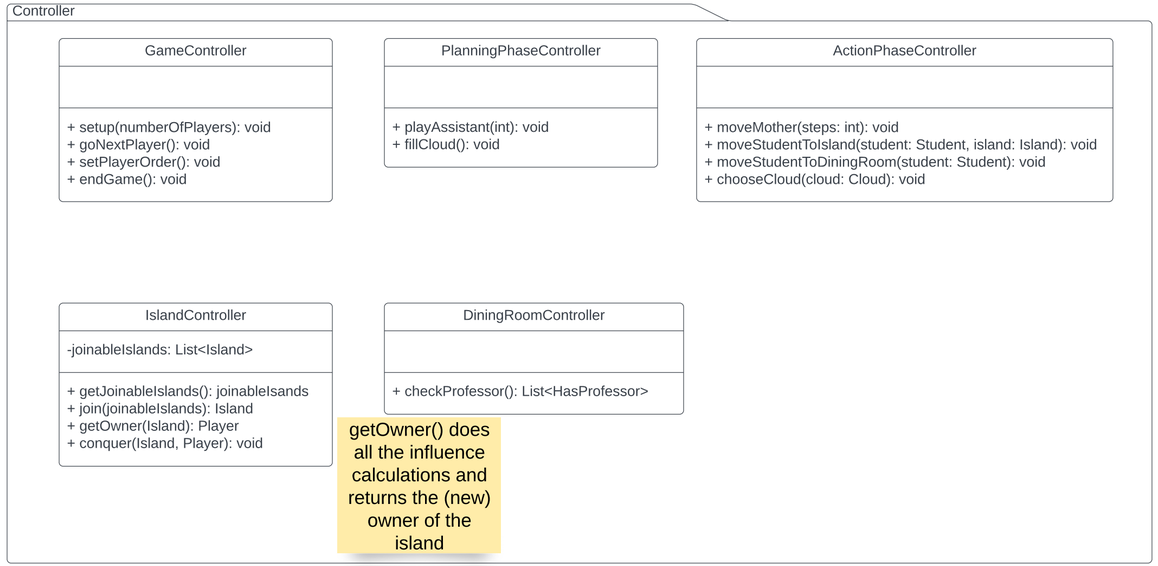

Process:
1. GameController.setup()
   a. this fills out the information needed.
2. PlanningPhaseController.fillCloud()
3. PlanningPhaseController.playAssistant()
   a. for every player in right order
   b. Can end the game
4. GameController.setPlayerOrder()
5. ActionPhaseController
   a. moveStudentToIsland()
   b. moveStudentToDiningRoom()
      i. DiningRoomController.checkProfessor()
6. ActionPhaseController.moveMother()
7. IslandController checks if the island is conquered or controlled.
   a. getOwner()
   b. conquer()
      i. Can end the game
   c. getJoinableIslands()
   d. if joinableIsands > 1
      i. join()
         1. update Game.islandOrder
         2. Can end the game
8. ActionPhaseController.chooseCloud()
9. Game.goNextPlayer()
   a. goes to next round if last player's turn

MEMO
for list of students and professors association
<<enum>>
ColorAnimal

- YellowGnome
- BlueUnicorn
- GreenFrog
- RedDragon
- PinkFairy

For Assistant:
MotherNatureMoves = floor((turnOrder+1)/2)