Taking out a new pawn sequence diagram

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┌──────┐              ┌───────────┐              ┌────────┐
│ User │              │ Interface │              │ System │
└──────┘              └───────────┘              └────────┘
```

System →→ Interface : diceRoll()

User → Interface : movePawn()

System →→ Interface : pawnMoved()

alt (Player decides to skip turn)

User → Interface : nextTurn()

User → Interface : capturePawn()

System →→ Interface : pawnCaptured()

System →→ Interface : pawnPlaced()

System →→ Interface : updateMove()

User → Interface : nextTurn()

alt [save and quit during turn]

User → Interface : saveGame()

System → Interface : gameSaved()

User → Interface : quitGame()

System → Interface : gameQuit()