Barricade Move Sequence Diagram

User	Interface	System

User → Interface: movePawn()

Interface ⇠ System: pawnMoved()

alt [no pawn exists outside house]

User → Interface: movePawnOutsideHouse()

Interface ⇠ System: pawnMovedOutside()

User → Interface: captureBarricade()

Interface ⇠ System: barricadeCaptured()

User → Interface: placeBarricade()

Interface ⇠ System: barricadePlaced()

alt [pawn does not land on barricade]

Interface ⇠ System: updateMove()

User → Interface: nextTurn()

alt [save and quit during turn]

User → Interface: saveGame()

Interface ⇠ System: gameSaved()

User → Interface: quitGame()

Interface ⇠ System: gameQuit()