

## interaction makeMove

Game

Board

UI\_Game

1 : makeMove playerId, selectedsquare

2 : validatePlayersTurn

3 : getdiscs

4 : getdiscs

5 : processMove

6 : make move return with invalid messege

7 : updatediscs

8 : updatediscs

9 : updatediscsView

10 : makeMove return with messege

