

interaction playGame

Player 1, Player 2

UI_Prototype

Manager

Game

Board

Data Repositorys

UI_Game

1 : selects Play Game

Use Login

2 : getStart()

3 : initialize()

4 : initialize()

5 : getTimeLimit()

7 : initialize game

6 : initialize game

8 : displayUI_Game()

Make Move until game is over

9 : Winner

10 : recordGame()