**<<enumeration>>**
**GameStatus**

INIT
PLACE
SELECT
MOVE
BUILD
MOVE_OR_SKIP
BUILD_OR_SKIP
FINISHED

1

has

1

**Game**

id
operableGridIds

**Board**

width
height

**Player**

playerId
name
power
haswon
isActive

**Grid**

positionX
positionY

**Athena**

**Minotaur**

**Demeter**

**Pan**

**Worker**

workerId
isActive
isMoved

**Tower**

level
hasDome

has — 1 — 2 — 1 — 1 — 1 — has — 1..* — has — 1 — 1 — 4 — 10,1 — 0,1 — 0, 1, 2

**Glossary**:
Game: a controller that manages states for the game. It contains a board, players, workers, and an enum GameStatus.
operableGridIds: a list of ids that refer to those grids which can be manipulated.

Board: a board representing the current game board which consists of 25 grids.

Grid: a unit of the board, in total there are 5*5 = 25 grids of a board.
postionX, positionY: Two integers reprensenting the location of the grid on the board.

Tower: the abstraction of the tower in the game.
level: The height of the tower, regardless of the height of dome. (The pure height of the blocks of the tower).:
hasDome: Showing whether a tower has a dome.

Worker: representing the worker in the game
isActive: whether this worker has been manipulated in this round
isMoved: whether this worker has been moved in this round so far

Player: a modeling of the real basic player. It has playerId, name, power and hasWon.
power: the name of the power this player owns
hasWon: whether this player has won or not
isActive: whether it is the turn of this player