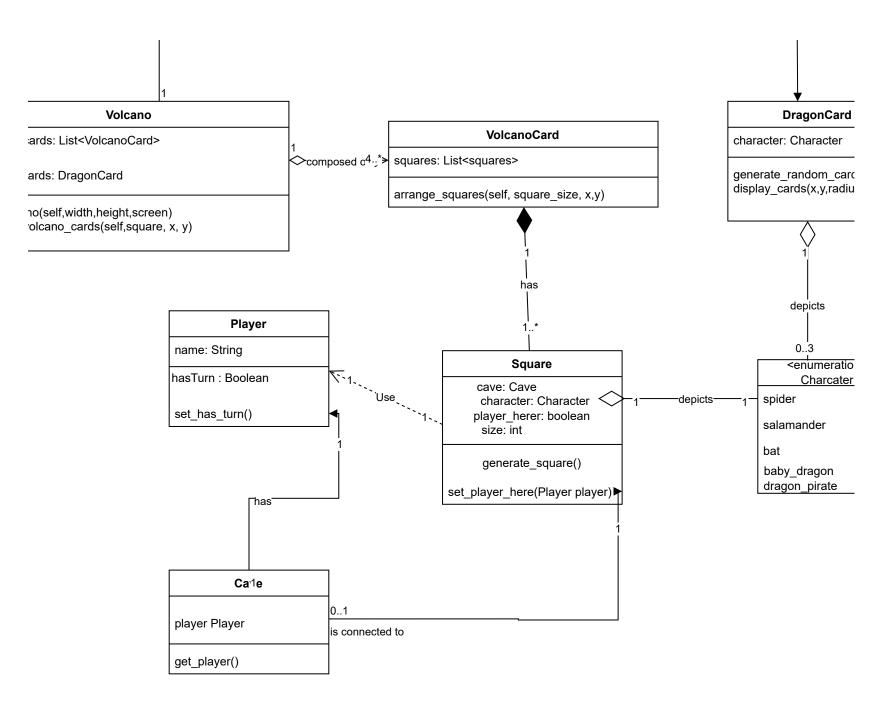
	PlayerMovement
- 1>	volcano Volcano
	move_player()



<i> </i>	canPlayerMove()	
1		
GameManager		volcano_c
volcano: Volcano	1 1	dragon_c
handleplayerturn() start_game() switch_turn() add_player()	manages	set_volcar arrange_v



i() s,screen)

n>