PlayerMovement
volcano Volcano
move_player()

1 ··>

Use

canPlayerMove()

GameManager

volcano: Volcano

handleplayerturn()
start_game()

switch_turn()
add_player()

1

manages

1

1

volcano_c

dragon_c

set_volcan
arrange_v

Volcano

ards: List<VolcanoCard>

ards: DragonCard

---
no(self,width,height,screen)
olcano_cards(self,square, x, y)

1

◇ composed o 4..*>

VolcanoCard

squares: List<squares>

---
arrange_squares(self, square_size, x,y)

1

has

1..*

Square

cave: Cave
character: Character
player_herer: boolean
size: int

---
generate_square()

---
set_player_here(Player player) ▶

DragonCard

character: Character

---
generate_random_card
display_cards(x,y,radiu

1

depicts

0..3

<enumeratio
Charcater

spider

salamander

bat

baby_dragon
dragon_pirate

1 —depicts— 1

Player

name: String

---
hasTurn : Boolean

---
set_has_turn()

Use ···1

1

has

Ca1e

player Player

---
get_player()

0..1

is connected to

1

d()
s,screen)

n>