User	Interface	Controller	Model

```
Check player turn  →  Accesses board class

Check player cards for EoT effects  ←

        ◇ — Card effect is EoT → Access card class for EoT effect

Card effect is not EoT
        ↓
       End

                                        Change board state and character states

Player continues actions based on card effects  ←  UI updates to reflect changes made by card  ←

Checks player positions  →  Accesses game state and characters class

End  ←  Saves any new positions of the characters
```