

: Game Window

actionPerformed(
endTurn)

: Grid Square

current_game: Game

: Dice Panel

endTurn()

PlaceMarkers()

removeRunes()

saveRunes()

set Current Player Marker()

start New Player Turn()

NextTurn()

Alt

opt

roll()

if time Elapsed >= roll Duration
handleRoll()

else

randomize Dice()

roll
(duration)