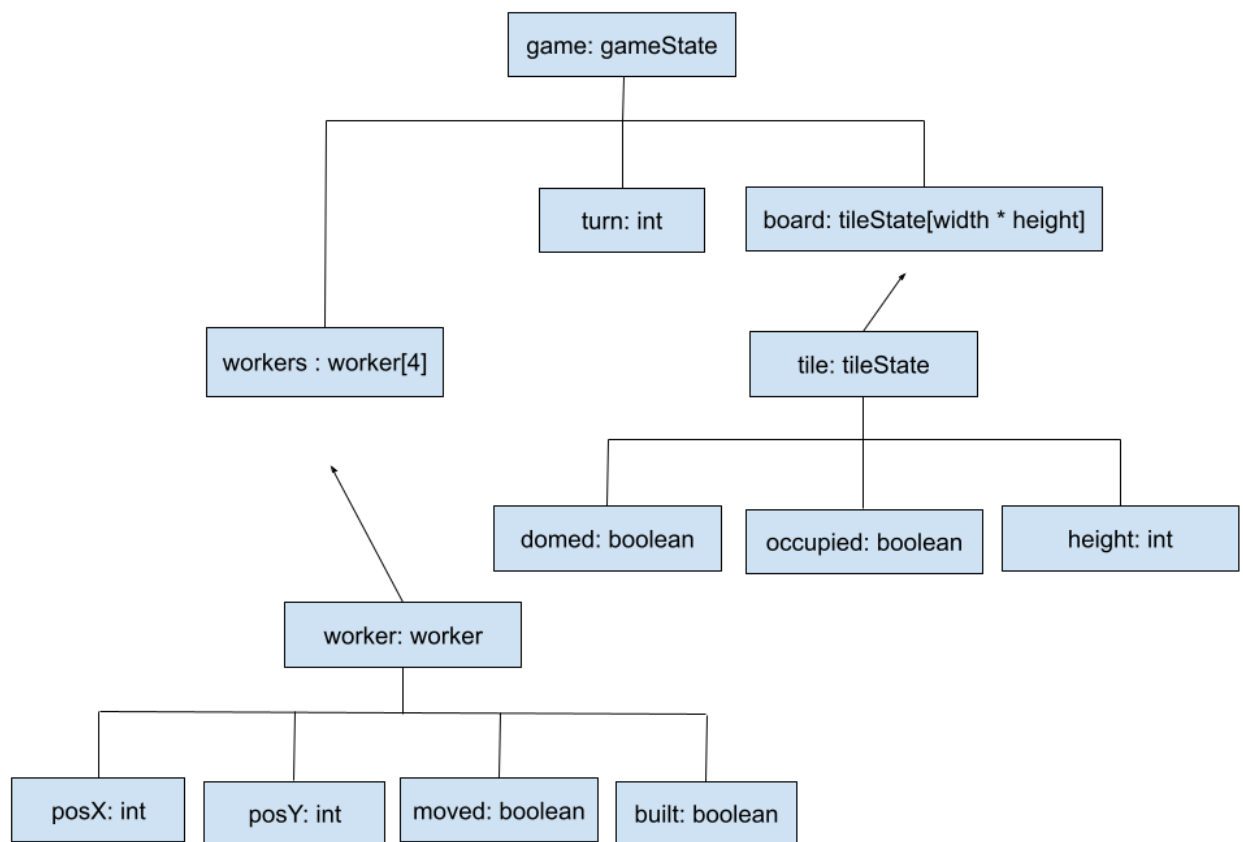


1. A player has a set number of ways in which to interact with the game. First, they can initialize a game instance, and then once it is their first turn, they may place workers on unoccupied spaces. After the first turn, user interaction follows a strict set of actions constituting the completion of a turn. A player selects a worker to move and then build with. The player must make a move and then a build each turn. The user is asked to make a move and then a build with each of their two workers. The move and the build are processed as separate calls. If the user has moved a worker to the third height, then they win the game, and the game returns to the user that they have won (also concluding the game and any more prompts for action).
2. The game state stores 3 things, the turn (which player is up), the board (an array of tiles), and the workers (an array of workers). This encompasses all necessary features of the game state, since each tile in the board will individually store where it has been domed, it is currently occupied, and what height it is at. The worker object will store the position of the worker, as well as whether the worker has moved or built that turn. This way the game can know who is up to move, where they can possibly move, where they can possibly build, and whether or not to signal a winner.



3. The game determines whether or not you can build on a tile based upon whether or not it is occupied or has been domed. First a player will enter a direction of a build, the system will return whether or not the position is valid, and whether the worker has built. If the worker has built or the tile is not buildable, the build fails. If not, then it will build the

tile, and signal to the worker it has built this turn.

