Setup phase
-
All players have already connected to the server.
Interaction begins with the choice of their nickname.

All views
RemoteView

Current Player's View
RemoteView

Challenger's View
RemoteView

Controller

Model

Model's State
WaitingForPlayersState

onNicknameChosen(String nickname)

addNewPlayer(String nickname)

opt [if all players have been created]

changeState()

GodSelectionState

nextStep()

nextStep()

onGodsSelection()

onGodsChosen()

setGods()

nextStep()

nextStep()

alt [if some god still needs to be assigned]

onGodChoice()

onGodChosen(String god)

assignGodToPlayer(Player p, God g)

nextStep()

nextStep()

causes a new event to next player

[if all gods have been assigned]

changeState()

WorkersInitState

nextStep()

nextStep()

onStartPlayerSelection()

onStartPlayerChosen(String nickname)

setStartPlayer(Player p)

nextStep()

nextStep()

alt [if some worker still needs to be positioned]

onWorkerInitialization()

onWorkerInitialized(Coord c)

initializeWorker(Coord c)

nextStep()

nextStep()

causes a new event to next player

[if all workers have been positioned]

changeState()

BeginState

nextStep()

nextStep()

Here, the setup is concluded and the game begins