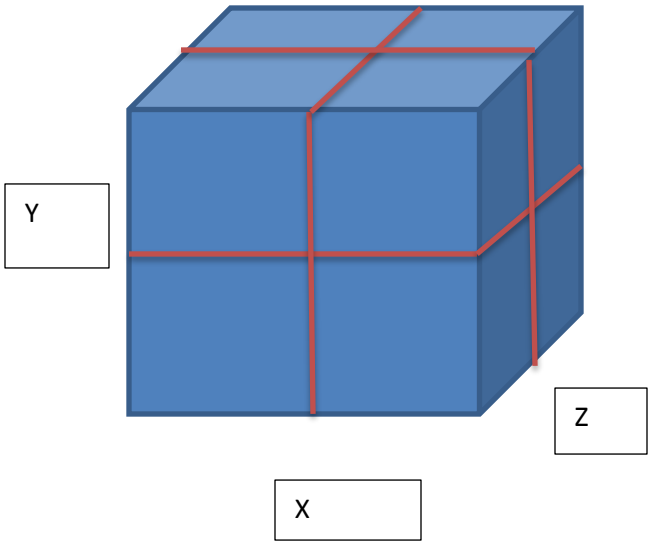
10D lock algorithm::

Given

rivalryGame, priceWarGame, pollutionGame, winnerTakesAll, prisonersDilemma

objects constructed:

- rivG-pwG
- rvG-pG
- rvG-wtA
- rvG-pD
- pwG-pG
- pwG-wtA
- pwG-pD
- pG-wtA
- pG-pD
- wtA-pD



Objetcs' contruct:

storageMatrix

for I = 1, A, i++

$x_{i,}$, y_i

y_i , z_i

z_i , X_i

funcTrace()

Plane XY

Locate x/2, y/2

Input value(s)

Trace X provided –x/2>X>x/2

Input value(s) → storageMatrix_XY

Locate x/2, y/2

Trace Y provided -y/2<Y<y/2

Input value(s) → storageMatrix_XY

Repeat on XZ, ZY, YZ

End.

Main()

createObject rivG-pwG_1stGame [1stGame]

populate

call functionTrace.1stGame

createObject rivG-pG_1stGame [1stGame]

populate

call functionTrace.1stGame

createObject rivG-wtA_1stGame [1stGame]

populate

call functionTrace.1stGame

createObject rivG-pD_1stGame [1stGame]

populate

call functionTrace.1stGame

createObject pwG-pG_1stGame [1stGame]

populate

call functionTrace.1stGame

createObject pwG-wtA_1stGame [1stGame]

populate

call functionTrace.1stGame

createObject pwG-pD_1stGame [1stGame]

populate

call functionTrace.1stGame

createObject pG-wtA_1stGame [1stGame]

populate

call functionTrace.1stGame

createObject pG-pD_1stGame [1stGame]

populate

call functionTrace.1stGame

createObject wtA-pD_1stGame [1stGame]

populate

call functionTrace.1stGame

encapsulate

I don’t know the algorithm, I forgot what to manage with encapsulation. Just that creating meta-object(s) and populating as needed.