F19 214 HW4a
INTERACTION DIAGRAM
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INTERACTION: Game detects newly completed, previously played monasteries, determines whether they contain meeples, scores the monasteries as needed, and returns any scored meeples to their players.

Player

Meeple

The tile that the monastery 'lives' on

Tile

Board loops through all features it current contains

Monastery

Board

For all (Monasteries) Features

scoreCompleted(Feature)

completed()

For 8 surrounding tile locations

getLocation()

location

contains(neighborLocation)

true

return(number)

reward(score)

if monastery has meeples, computes the player with most meeples