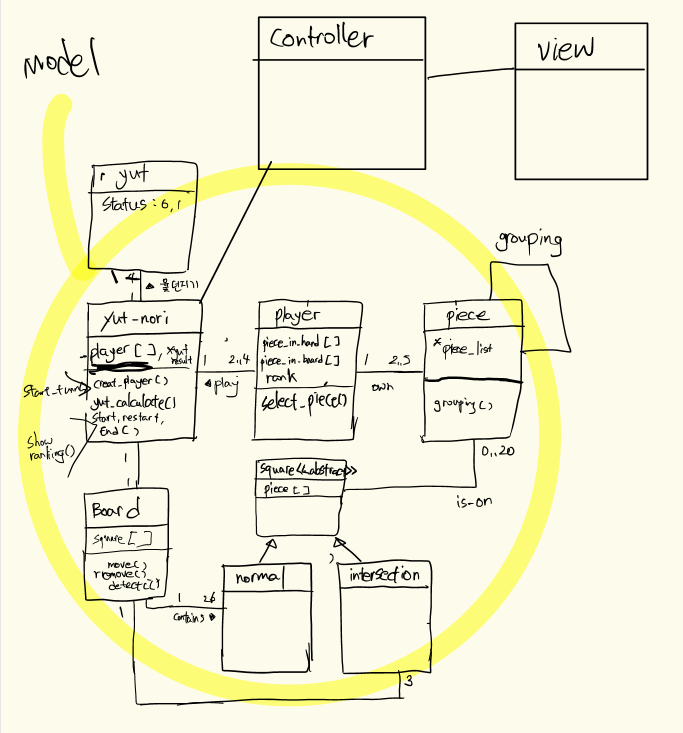
**Domain Model**

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**Class Diagram**



**Sequence Diagram**



Goal-in

Not goal-in

playnum || piecenum

!(playnum || piecenum)

**State Chart**

****