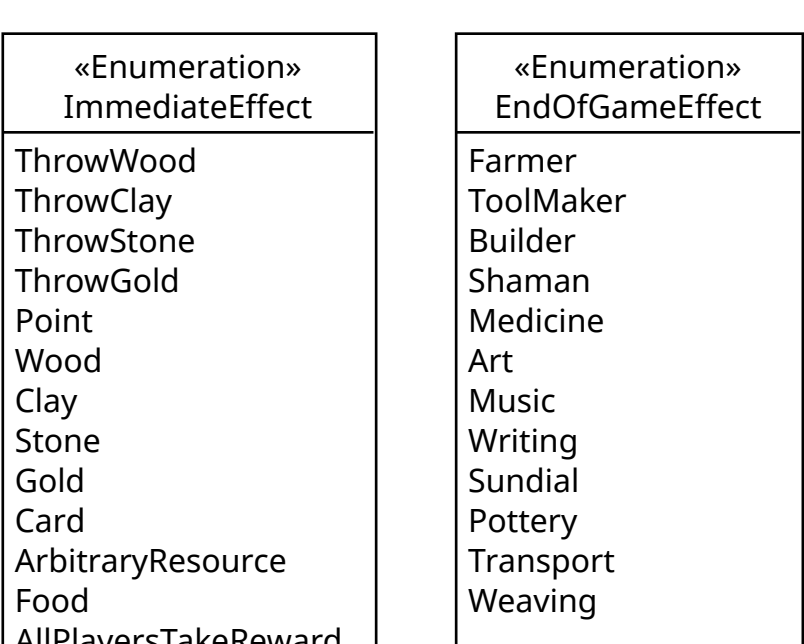
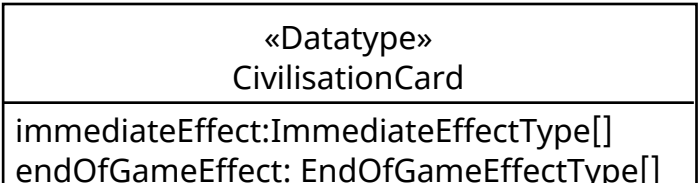
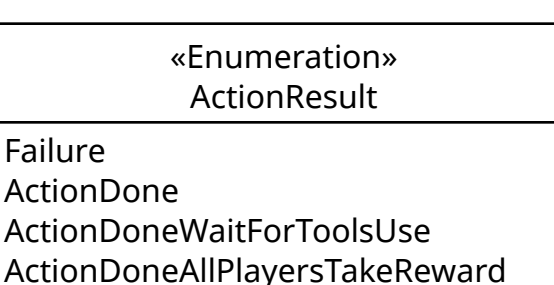
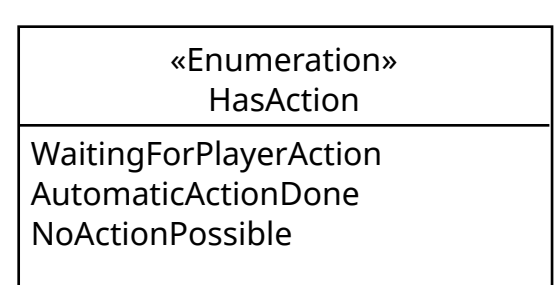
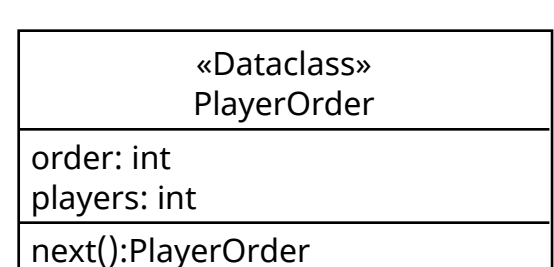
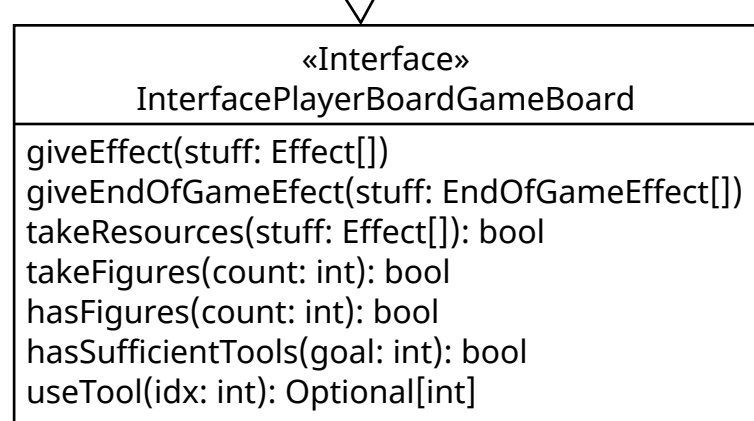
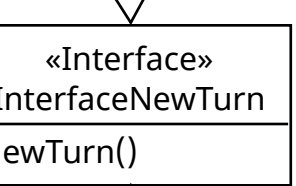
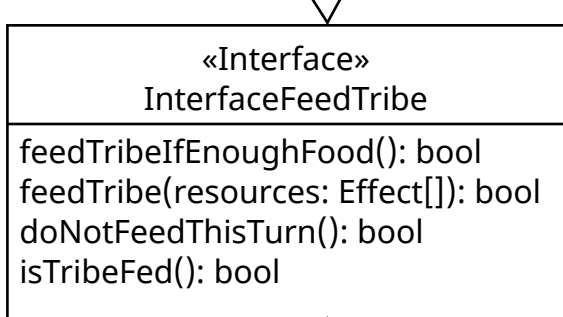
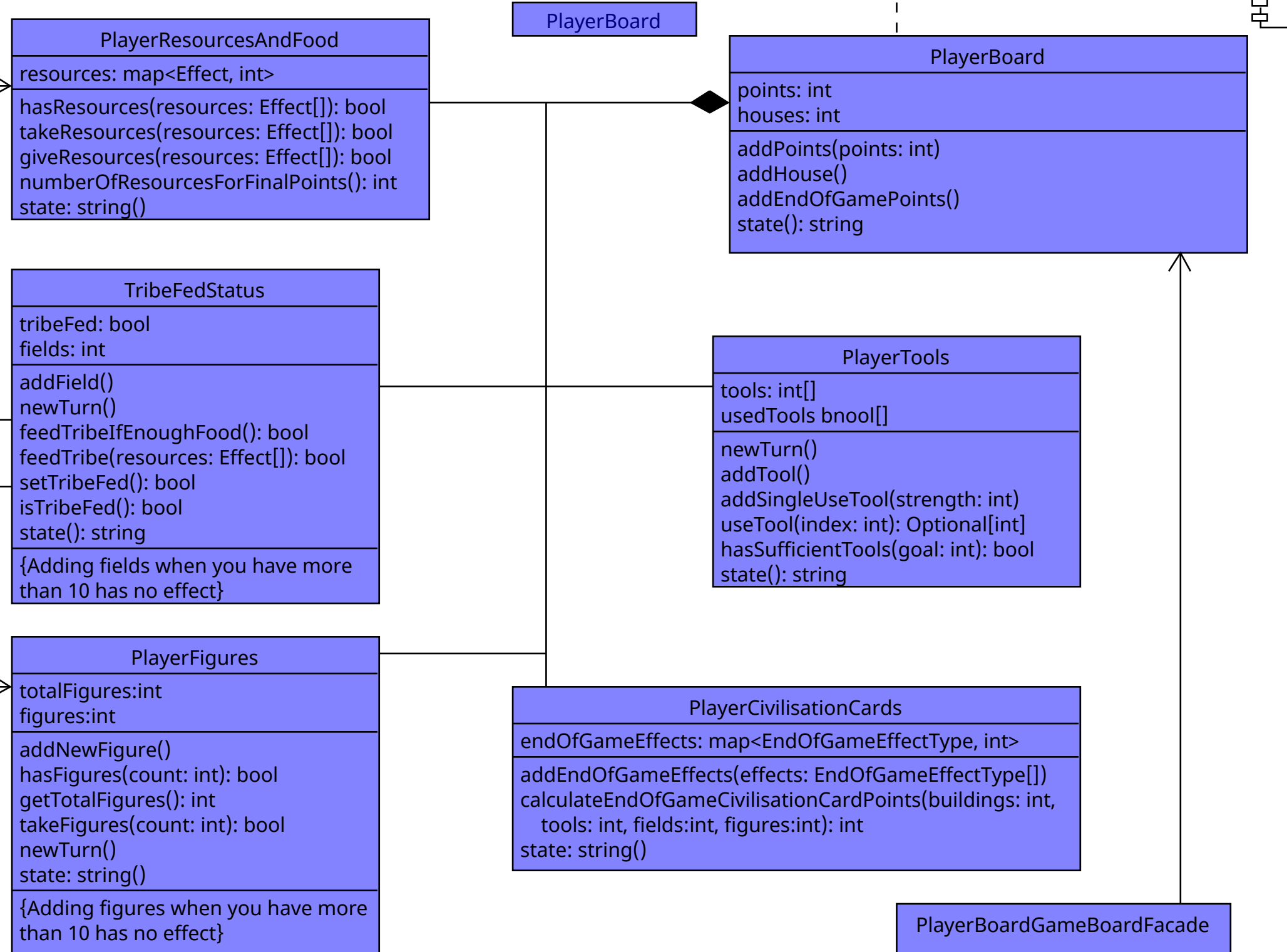
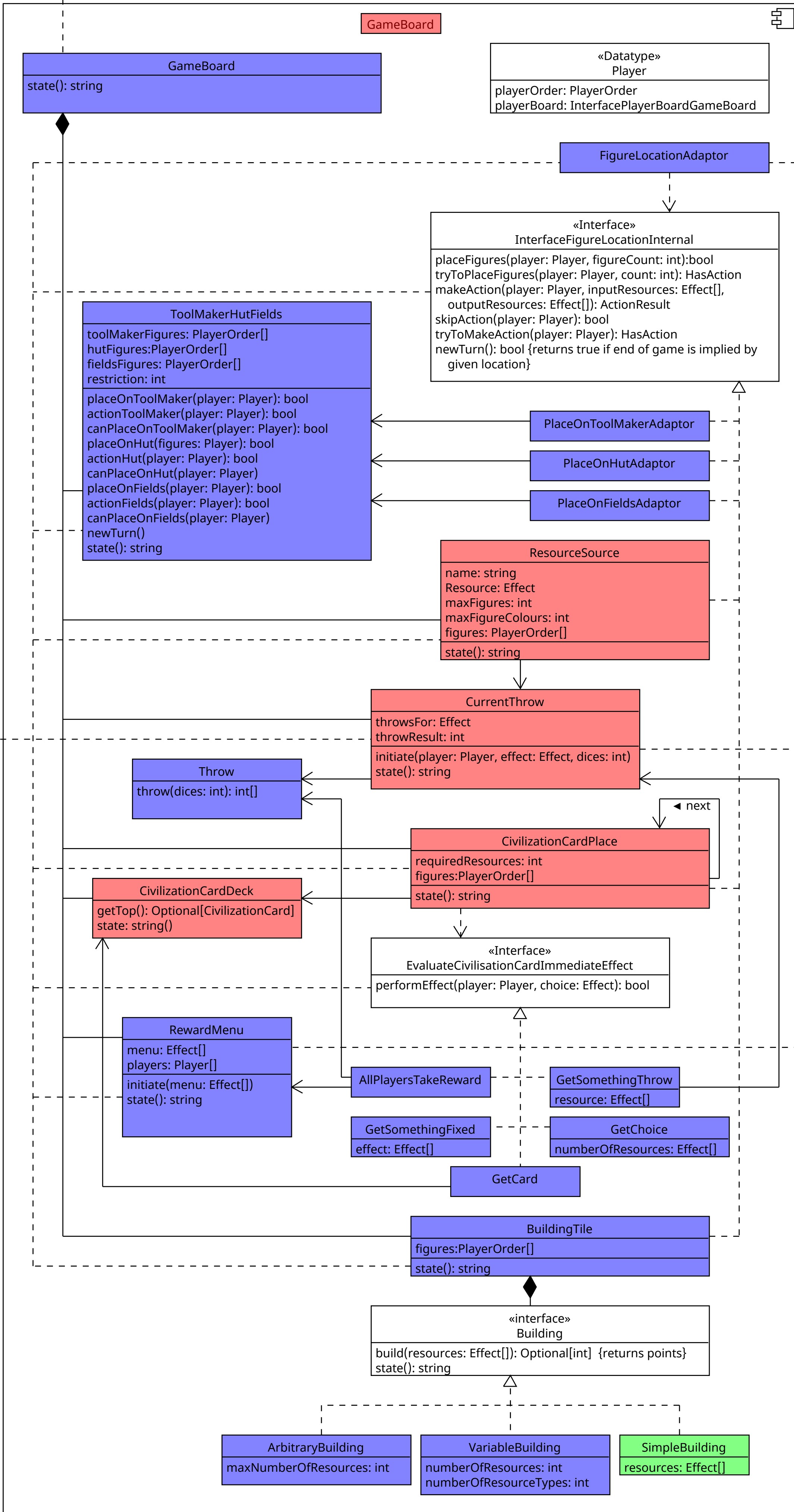
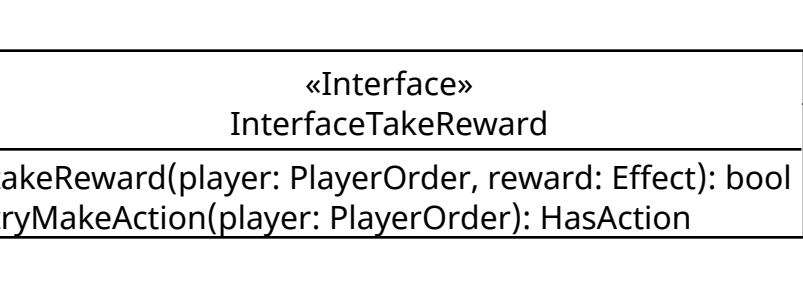
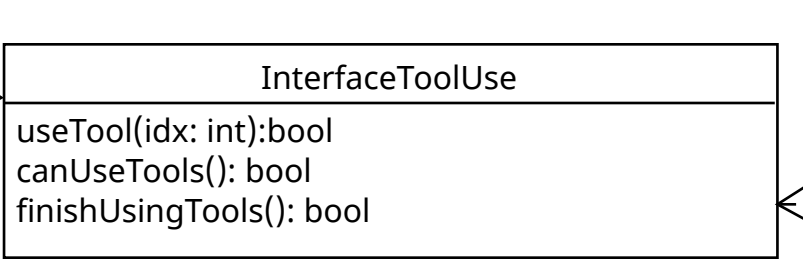
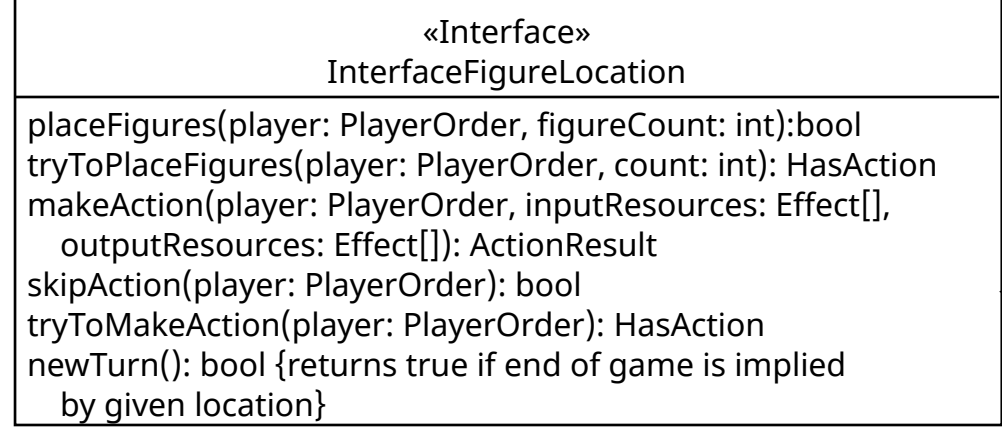
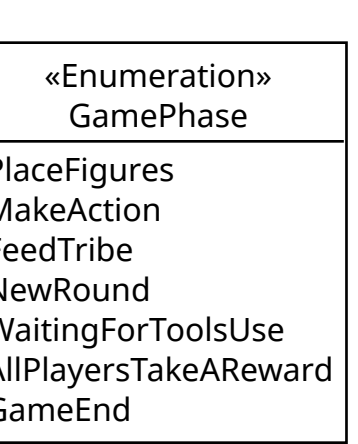
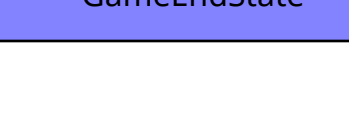
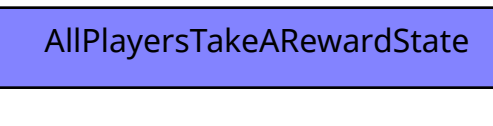
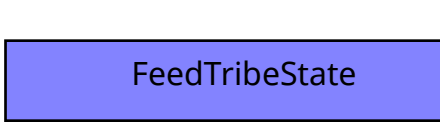
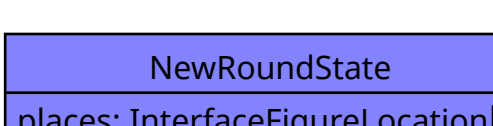
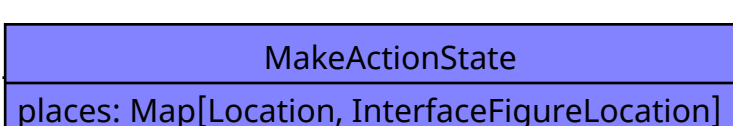
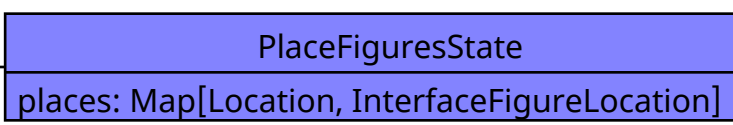
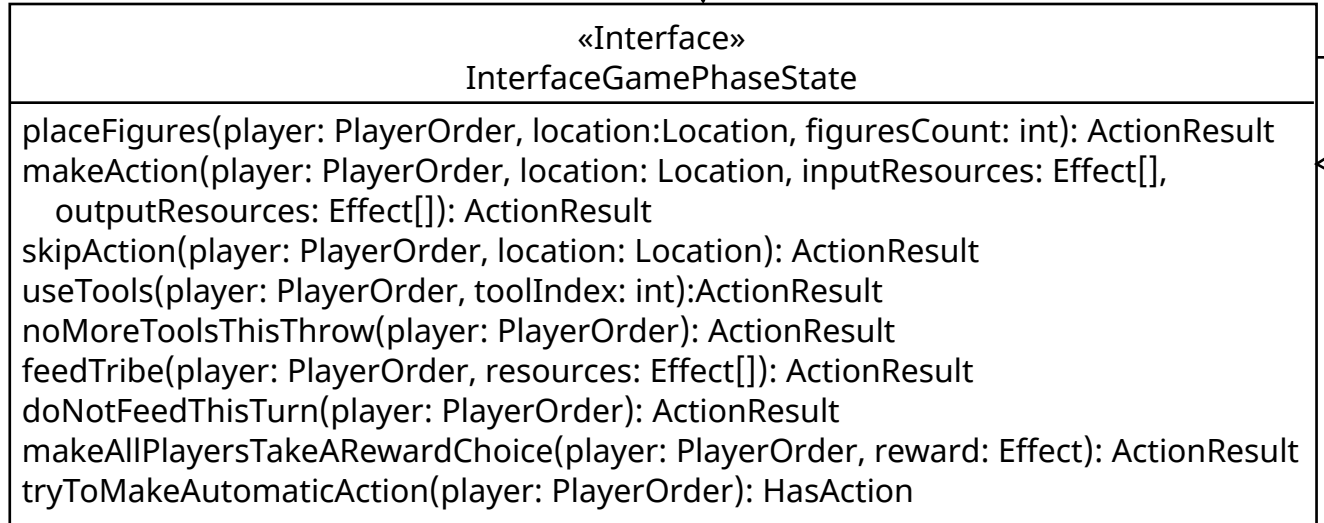
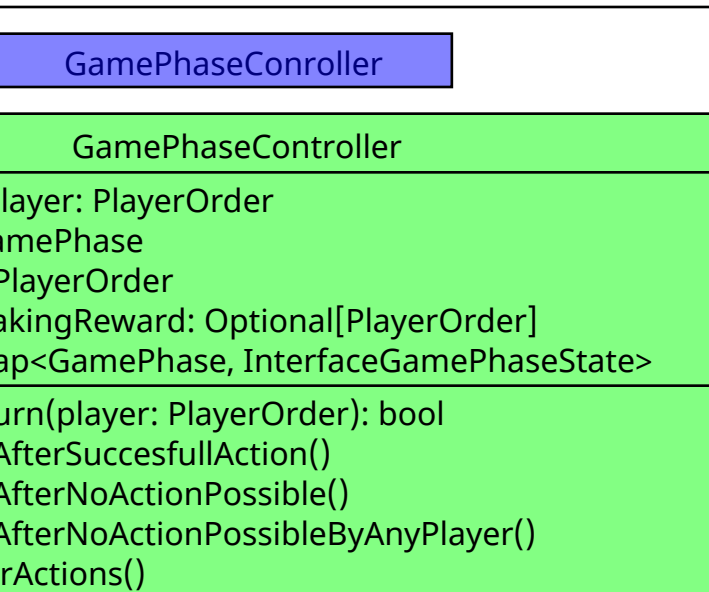
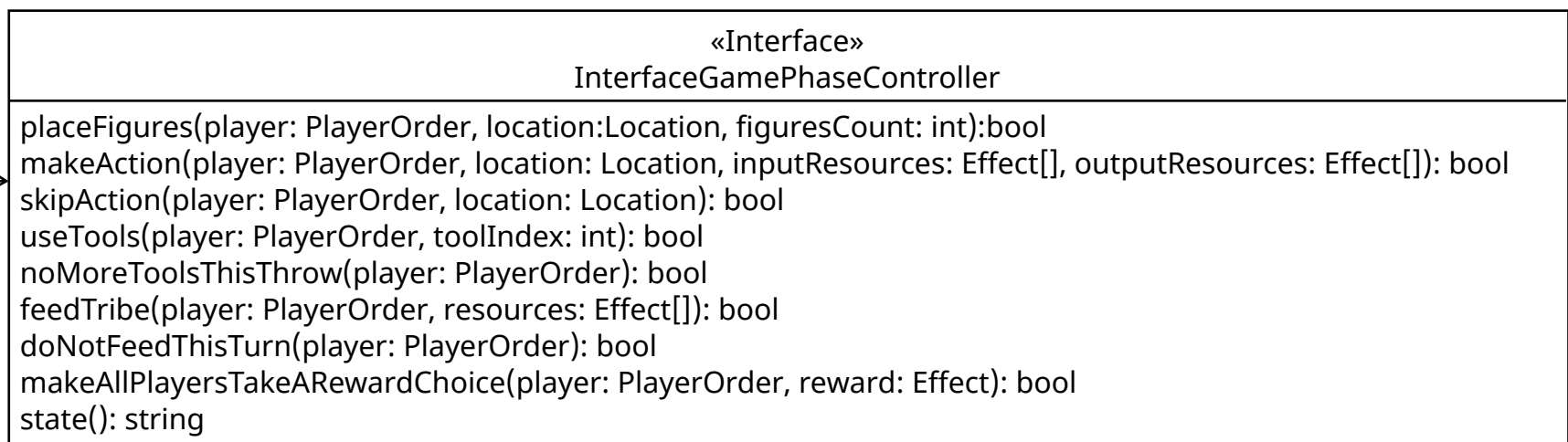
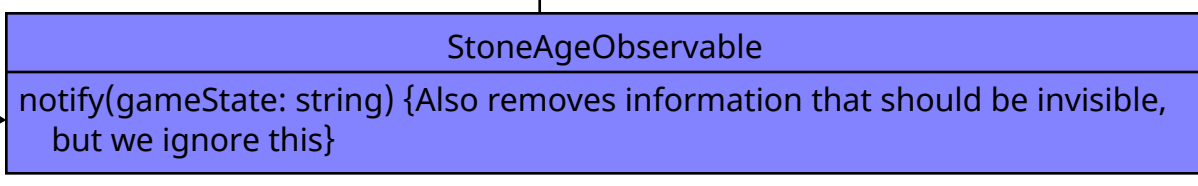
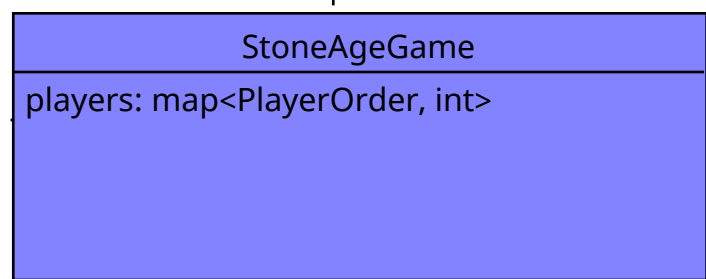
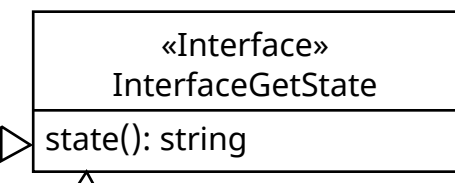


StoneAge



Player on turn

Class is responsible for checking if the player is on turn.
PlaceFigures: player must match currentPlayer
MakeAction: player must match currentPlayer
FeedTribe: any player is fine
NewRound: assertion failure (calls should not happen)
WaitingForToolsUse: player must match currentPlayer
WaitingForActionChice: player must match currentPlayer
AllPlayersTakeAReward: player must match currentPlayerTakingReward

TryToMakeAutomaticAction

PlaceFigures:
- has free figures -> WaitingForPlayerAction
- otherwise -> NoActionPossible
MakeAction:
- figures on board -> WaitingForPlayerAction
- otherwise -> NoActionPossible

FeedTribe:
- tribe already fed -> NoActionPossible
- has enough food to feed tribe -> AutomaticActionDone (feed tribe)
- otherwise -> WaitingForPlayerAction

NewRound:
- round not initialized -> AutomaticActionDone (initialize round)
- game ended -> NoActionPossible

WaitingForToolsUse:
- not enough tools to improve roll outcome -> NoActionPossible
- otherwise -> WaitingForPlayerAction

AllPlayersTakeAReward:
- all players have reward - NoActionPossible
- last player gets reward - AutomaticActionDone (gets the last reward)
- otherwise -> WaitingForPlayerAction

GameEnd:
- WaitingForPlayerAction

If NoActionPossible for each player, next phase can start.