Game
- board: Board
- player1: Player
- player2: Player
- currentPlayerIndex: int
- isGameOver: bool
+ Game(boardSize: int)
+ start(): void
+ playTurn(player: Player): void
+ switchPlayer(player: Player): void
+ checkWinner(): Player*
+ isFinished(): bool

Board
- spaces: Space*[]
- size: int
-finishIndex: int
+ Board(size: int)
+ initializeSpaces(): void
+ getSpaces(index: int): Space*
+ movePlayer(player: Player, steps: int): void
+ getSize(): int

Token
- symbol: char
- color: string
+ Token(symbol: char, color: string)
+ getSymbol(): char
getSymbol(). Chai
+ getColor(): string
- gotoolor(). String

Player
- name: string
-token: Token
- position: int
- inLoop: bool
- skipTurn: bool
+ Player(name: string, tokenSymbol: char)
+ rollDice(): int
+ move(spaces: int): void
+ getPosition(): int
+ setPosition(position: int): void
+ hasWon(boardSize: int): bool
+ isInLoop(): bool
+ setInLoop(status: bool): void
+ mustSkipTurn(): bool
+ setSkipTurn(status: bool): void





