

- + start()String
- + WantToCreateCharacter():return String
- + ChoiceClassMenu():return String
- + createWarrior():return Character
- + CreateWizzard():return Character
- + getCharacterInfos(Character character)
- + characterSetting(Character character)
- + characterMenuList(Character character) String
- + chooseNbOfCase():return int

Game

- menu; Menu
- nbCase; int
- character; Character
- + Game() + startGame()
- + CharacterGameMenu()
- + boardGame(int nbCases)
- + gameIsNotFinish(int playerScore, int nbCases): return boolean
- + movePayer(int playerScore, int nbCases): return String[]
- + calculePlayerScore(int playerScore, int dice): return int
- + DisplayBoard(String[] gameBoard)
- + GenerateGameBoard(int nbCases): return String[]
- + rollDice(): return int

CharacterOutOfBoardException

+ CharacterOutOfBoardException(String message)