The notCandyLand Land

**Constuctors**

Main(<stuff>) : using the variables given in <stuff>

Make board

Make random num generator for dice

Make players

Main(<stuff> , long seed) – does what Main() does but tells the rng function to use a certain seed #

Player(name) – new player with the name

Board(spaces) – make board with given spaces between start & finish && keep track of valid positions

**Methods**

void main() –pretty interface for initializing the game

int diceRoll() – return pseudo-random diceroll

void Player.move(spaces) – move player # of spaces

void doTurn() – does one roll and then move player

void doRound() – runs doTurn() for all players

Board.logic (pos) – return next legal position for the given wanted position

**Attributes**

int DICESIDES – number of sides on the dice

int DICENUMBER – number of dice you has

Player[] players – array of players

Int turn – current turn number

Random rng – the pseudo-random number generator