| **Class name:** | **GameController** |
| --- | --- |
| **Descriptions** |  |
| Manages the overall flow of the game, including turns, dice rolls, and determining game states such as mini-games or end conditions. |  |
| **Responsibilities** | **Collaborators:** |
| * Initialize the game (players, map, turns). * Control the turn order based on dice rolls. * Handle dice rolls and determine player movement. * Trigger appropriate actions when players land on spaces. * Manage player scores and announce the winner at the end of the game. * Handle transitions to and from mini-games. | * GameBoard * Player * Dice * Player * Player * MiniGame |

| **Class name:** | **Player** |
| --- | --- |
| **Descriptions** |  |
| Represents a player in the game, tracks the player's points, position, and actions taken during their turn. |  |
| **Responsibilities** | **Collaborators:** |
| * Roll dice to move across the board. * Perform actions based on the space they land on (e.g., gain points, lose points, affect other players). * Choose a path if applicable. * Participate in mini-games. * Spawn at a new location if reaching an endpoint. | * GameController * GameBoard * MiniGame |