Design Explanation:  
  
**Game**: This component is responsible for creating the board and players given cells and number of players. When Game is played with given dice input, it returns players and their final worth values.  
Client can then display the final values of players.  
  
**Board**: This creates different board elements (Jail, Empty, Treasure, Hotel) and stores in the map with their locations. When player is moved to particular location, It will delegate these board elements to change the state of player eg: when new position is jail, jail board element will deduct 150 from player money.  
  
**Player**: This represents the player of game. It keep tracks of money and hotels player has. Also it provides some methods which board elements can use to alter its state.  
  
**Jail,Treasure,Empty,Hotel**: These represents all board elements and can change the state of player.