



GoSquare

```

class GoSquare {
    <<Property>> <<GoSquare>> : String
    <<Method>> <<GoSquare>>(name : String)
    <<Method>> rollAction(player : Player, board : Board) : void
  
```

IncomeTaxSquare

```

class IncomeTaxSquare {
    <<Property>> <<IncomeTaxSquare>> : String
    <<Method>> <<IncomeTaxSquare>>(name : String)
    <<Method>> rollAction(player : Player, board : Board) : void
  
```

GoToSquare

```

class GoToSquare {
    <<Property>> <<GoToSquare>> : String
    <<Method>> <<GoToSquare>>(name : String)
    <<Method>> rollAction(player : Player, board : Board) : void
  
```

LuxuryTaxSquare

```

class LuxuryTaxSquare {
    <<Property>> <<LuxuryTaxSquare>> : String
    <<Method>> <<LuxuryTaxSquare>>(name : String)
    <<Method>> rollAction(player : Player, board : Board) : void
  
```

IncomeTaxSquare

```

class IncomeTaxSquare {
    <<Property>> <<IncomeTaxSquare>> : String
    <<Method>> <<IncomeTaxSquare>>(name : String)
    <<Method>> rollAction(player : Player, board : Board) : void
  
```

OrdinarySquare

```

class OrdinarySquare {
    <<Property>> <<OrdinarySquare>> : String
    <<Method>> <<OrdinarySquare>>(name : String)
    <<Method>> rollAction(player : Player, board : Board) : void
  
```

FreeParkingSquare

```

class FreeParkingSquare {
    <<Property>> <<FreeParkingSquare>> : String
    <<Method>> <<FreeParkingSquare>>(name : String)
    <<Method>> rollAction(player : Player, board : Board) : void
  
```

RailroadSquare

```

class RailroadSquare {
    <<Property>> <<RailroadSquare>> : String
    <<Method>> <<RailroadSquare>>(name : String)
    <<Method>> rollAction(player : Player, board : Board) : void
  
```

UtilitySquare

```

class UtilitySquare {
    <<Property>> <<UtilitySquare>> : String
    <<Method>> <<UtilitySquare>>(name : String)
    <<Method>> rollAction(player : Player, board : Board) : void
  
```

JailSquare

```

class JailSquare {
    <<Property>> <<JailSquare>> : String
    <<Method>> <<JailSquare>>(name : String)
    <<Method>> rollAction(player : Player, board : Board) : void
  
```

prompt

```

class prompt {
    <<Method>> <<prompt>> : String() : void
  
```