

Terms	Definition	Data type	Required
Pawn	There would be 20 pawns on the gameboard, and each player takes 5	Object	TRUE
Barricade	The barricade that blocking players from moving their pawns	Object	TRUE
Board	The game board for which barricade and pawn can be placed	Object	TRUE
Die	There would be 4 players in this game, and they can roll the die at their round	Object	TRUE
isBlocked	A boolean flag indicating if there is a barricade blocking the way	boolean	TRUE
isForgo	A boolean flag indicating if any of the pawns of a player can be moved, otherwise the player should forgo her round	boolean	TRUE
isGameFinished	A boolean flag indicating if the game is finished	boolean	TRUE
Move count	How many move has the pawn made so far	integer	FALSE
Player name	A string representation of players	String	FALSE
Draw	A random string representing which player to start first	String	TRUE
allowed direction	Enum values of direction at which pawn is allowed to advance	Enum	TRUE