Snakes & Ladders: Class Diagram

Tile

tileType: string
num: int
state: array<int>
bonus: int

+ Tile(void)
+ Tile(int, string)
+ setState(int): void
+ resetState(int): void
+ text(void): string
+ getBonus(void): int
getNum(): int

Grid

layout: array<array<Tile>>

+ Grid(void)
+ printGrid(void): void
+ updateLayout(Player, int): void
+ updateLayout(int, int, Player, int): void
+ tileBonus(int, int): int
+ tileNum(int, int): int

MyGame

- player1: Player
- player2: Player
- dice: Dice
- turnNum: int
- diceScore: int
- option: char

+ MyGame(void)
+ start(void): bool
+ turn(void): bool

Player

x: int
y: int

+ Player(void)
+ move(int): void
+ bonusMove(int): void
+ getPositionX(void): int
+ getPositionY(void): int

Dice

+ Dice(void)
+ roll(void): int