Pawn() +position +status +amount_steps_taken +safe places init (self) +setPos(self,new pos):void + getStepsTaken(self):int +getPos(self):int +setStatus(self):void +Advance(self,new pos):void +isSafe(self):void User() +color +pawnList +PiecesatEnd + init (self) +setColor(self,newColor=str) +moveGraph Pawn(self,new pos,index,win) +drawPawns(self,win) +returnGraph Pawn Start(self,i,win) +getColor(self):string +getPawn(self,index = int):int +PawnsinField(self):int +leavenest(self):void +Pawn Reach End(self):void +RollDice(self):int +Devour(self,adversary = User():void +isBlocked(self,adversary = User,pawnIndex = int):bool +isBlocked(self,adversary = User):bool

ChesiBoard()

+players

+__init__(self)
+ getitem (self,index=0):int

+getPlayer(self,index):int

+getPlayerList(self):int

+WhoWon(self):bool

+getWhoWon(self):string

+pip1 +pip2 +pip3 +pip4 +pip5 +pip6 +pip7 +background +foreground +size +distance +__init__(self,win,center,size) +_makePip(self,x,y):Graphics.Circle +setValue(self):void

DieView

Dice() + Dice +rollall +__init__(self) +roll(self,which):void +rollAll(self):void +values(self):int