Pass Go

This is the sequence of events for the Pass Go use case. Once the current **Player**has rolled the dice and moved, if the **Player’s** position lands on or passes the GO square the **StartSquare** class’s *onPass(player)* method is called, which is inherited from the **Square**superclass and provided an argument of the current **Player**. The **Player** class’s *addResources(this.getResources())* method is then called by *onPass(player)* which increments the current **Player’s** resources by the additional resources amount stored in the **StartSquare** class as an constant integer variable. The **Player’s** name is retrieved using the **Player**class’s *getName()* method and, finally, *onPass(player)* then displays dialogue declaring that the named **Player** has passed GO and received the given resources.