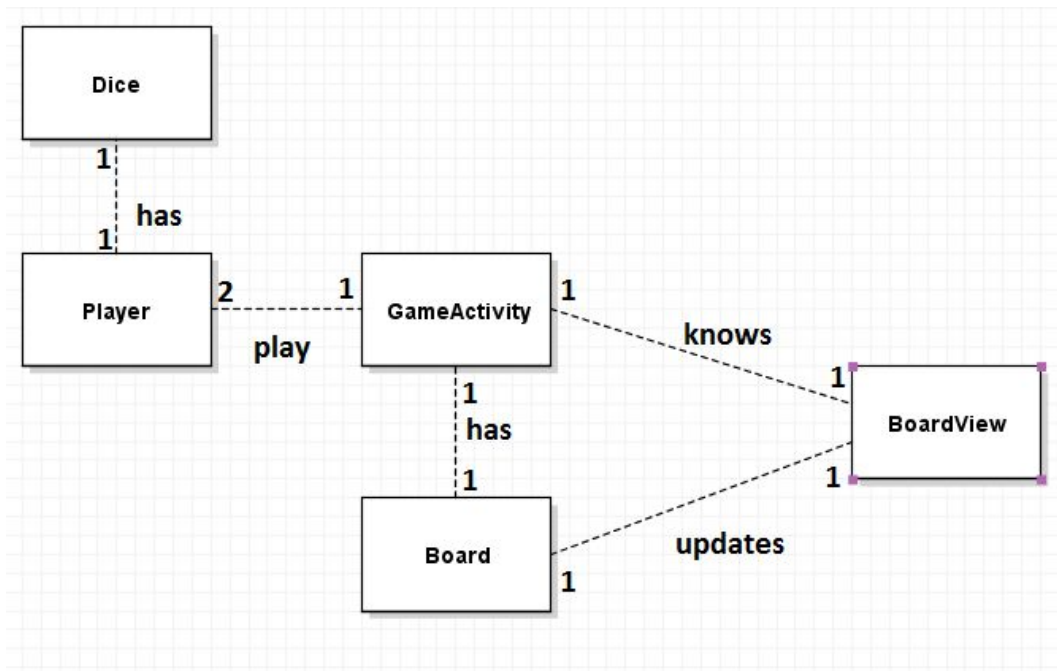


## Snake Ladder

## Domain model



I break Class in

- GameActivity
- BoardView
- Player
- Dice
- Board (use Singleton Pattern)

## GRASP Creator

Game create Player and Board.

My game creates 2 players and board, this class is a central logic of game that manage turn of player and update board.

Player create Dice

My code is redundancy because in game it has only one dice to roll but I create two individual dice of player. Main purpose is create dice for roll.

## GRASP Controller

GameActivity is a controller control a logic in game and record information to board, then board tell the boardView to show the current situation in the game.