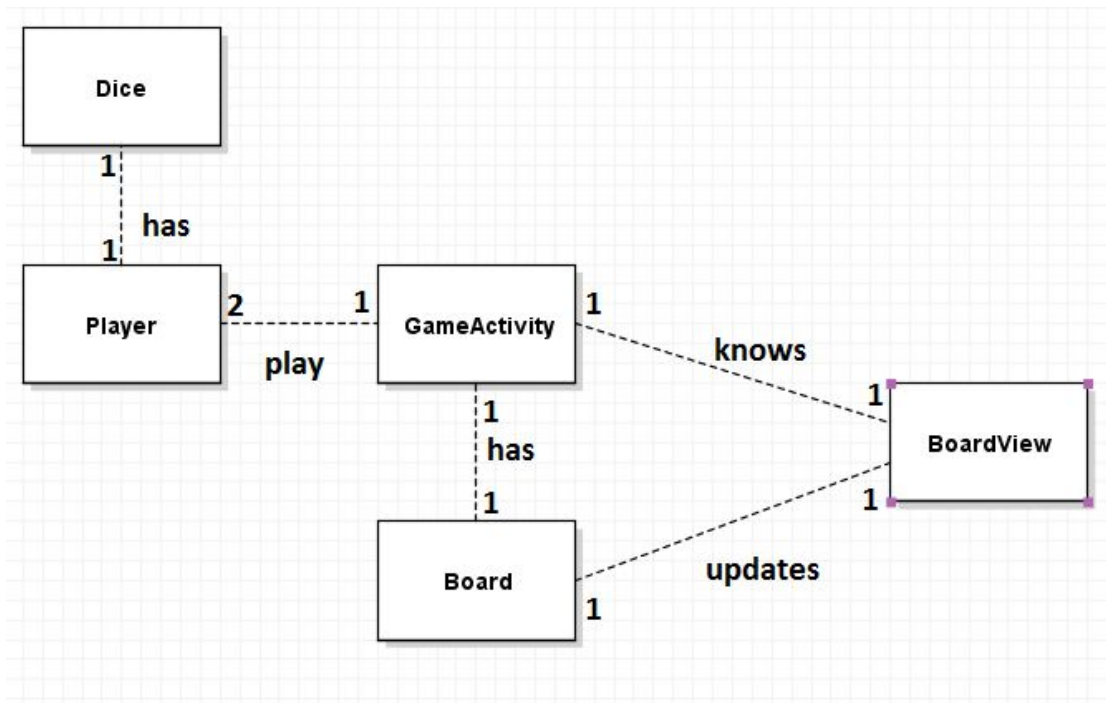Snake Ladder

Snake Ladder Domain model

I break Class in

- GameActivity
- BoardView
- Player
- Dice
- Board

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.