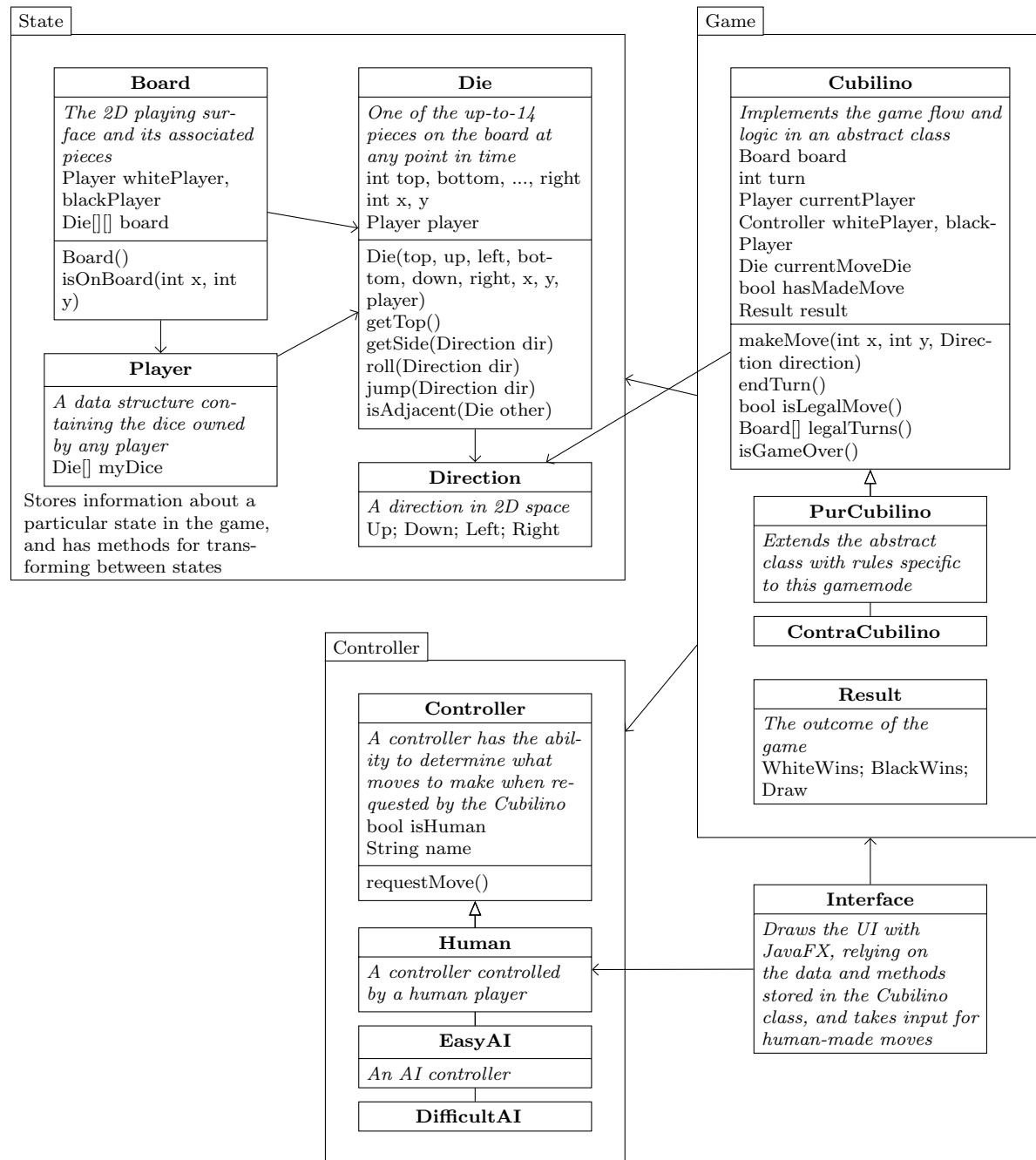


# UML Skeleton



- The exterior boxes represent packages, and interior boxes denote the classes inside them, which contain their name, an italicised description, field variables, and methods.
- Most getter and setter methods are omitted, except for where they operate differently to normal (for example, in the `Die` class).
- White-triangular tipped arrows represent a number of classes extending one parent. Standard arrows represent a connection or reference between multiple classes.

# Cubilino

Colour

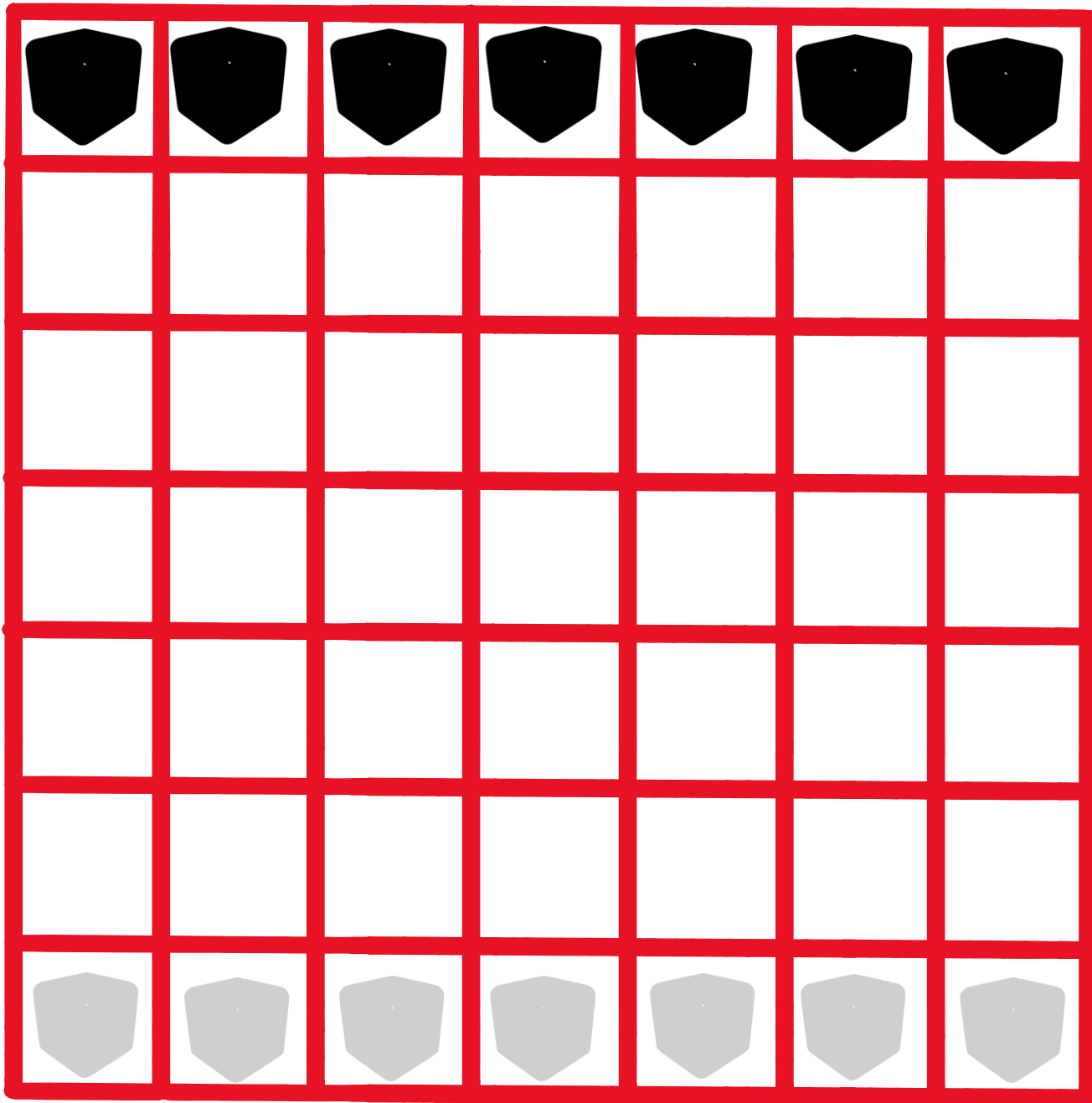
VS

Opponent

Gamemode

Start Game





Turn

Turn #

Opponent

Gamemode

End Turn

Rewind

Main Menu