UML

Game.

- Players [] : Player

- turn : int
- numPlayers : int
- dead Players [] : Players

  - roll : Linked List

+ <<constructor>> Game (numPlayers : int)   + outputTo GUI (obj : Object)
+ <<constructor>> Game()
+ startGame (numPlayers : int)
+ next Player()
+ rollDice () : LinkedList
+ reRollDice (roll : Linked List) : Linked List
+ character Ability (character : Character)
+ analyze Roll (roll : LinkedList)

CDC

Game

Responsibilities	Collaborators
- to run & manage each turn of the game	Character
· applies dice rolls and character abilities and player rolls	Role
- initiate game w/ rolls, hp, and who starts	RollDice
- keep track of who is alive or dead	Player
- can add/subtract life points, arrows, reroll unwanted dice.	Project 3
- decides who wins	
- goes to next player on left.	