

MonopolyGame
-board:Board -player:Player[] -queue:int[] -numberOfIteration:int -die:Dice -pieceArr:Piece[]
+getNumberOfIteration():int + getNumberOfIteration(int):void +listPiece():void

Piece
-location:Square -isSelected:boolean +pieceName:String
+Piece() +getPieceName():String +setPieceName(String):void +getLocation():Square +setLocation(Square):void +setSelected(boolean):void +isSelected():boolean +goSquare(Board,Dice):void

Player
-piece: Piece -name:String
+setName(String):void +getName():String +setPiece(Piece):void +getPiece():Piece

Board
-size:int -squares:Square[]
+getSquare():Square[] + setSquare(Squares[]):void

Die
-faceValue:int
+getFaceValue():int + setFaceValue (int):void +roll():void

Square
-number:int
+lap():void +getNumber():int +setNumber(int):void