Game_master

Colors = []
Type_player = []
center_player
dice_roll
dice_set
piece_id

run_game()
eliminate(color,player)
match_screen()
roll_dice(color)
menu_dif()
option()
win_check(current_p)
input_validation(player)

Player

Color_player
X
Y
Player_pieces

player_turn()
return_color()
return_center()
return_status()

Piece

Status , color, nest , steps, center, entity

update_location() , eliminated(),
set_status, set_steps,...