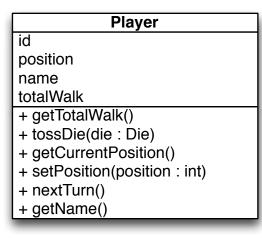## Monopoly

die
board

+ startGame()
+ isGameEnd()

Board

currentTurn
totalPlayer
players
squares

+ movePlayer(player : Player, face : int)
+ normalizePosition(position : int)
+ getCurrentPlayer()
+ getPlayers()
+ nextTurn()

Square

name

+ getName()

Player

id
position
name
totalWalk

+ getTotalWalk()
+ tossDie(die : Die)
+ getCurrentPosition()
+ setPosition(position : int)
+ nextTurn()
+ getName()

Die

+ getFace()