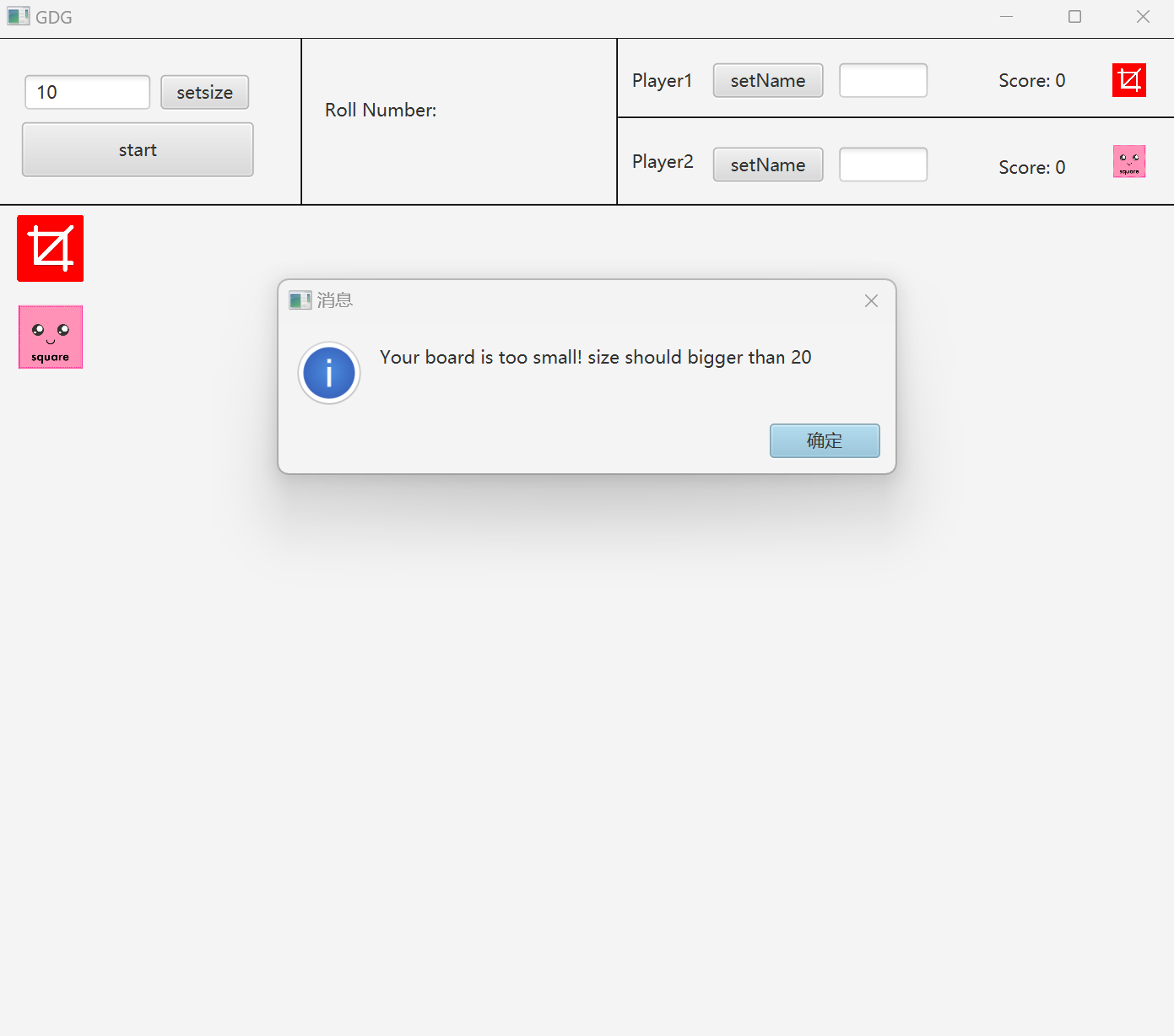
UI functions test doc for helloController class;

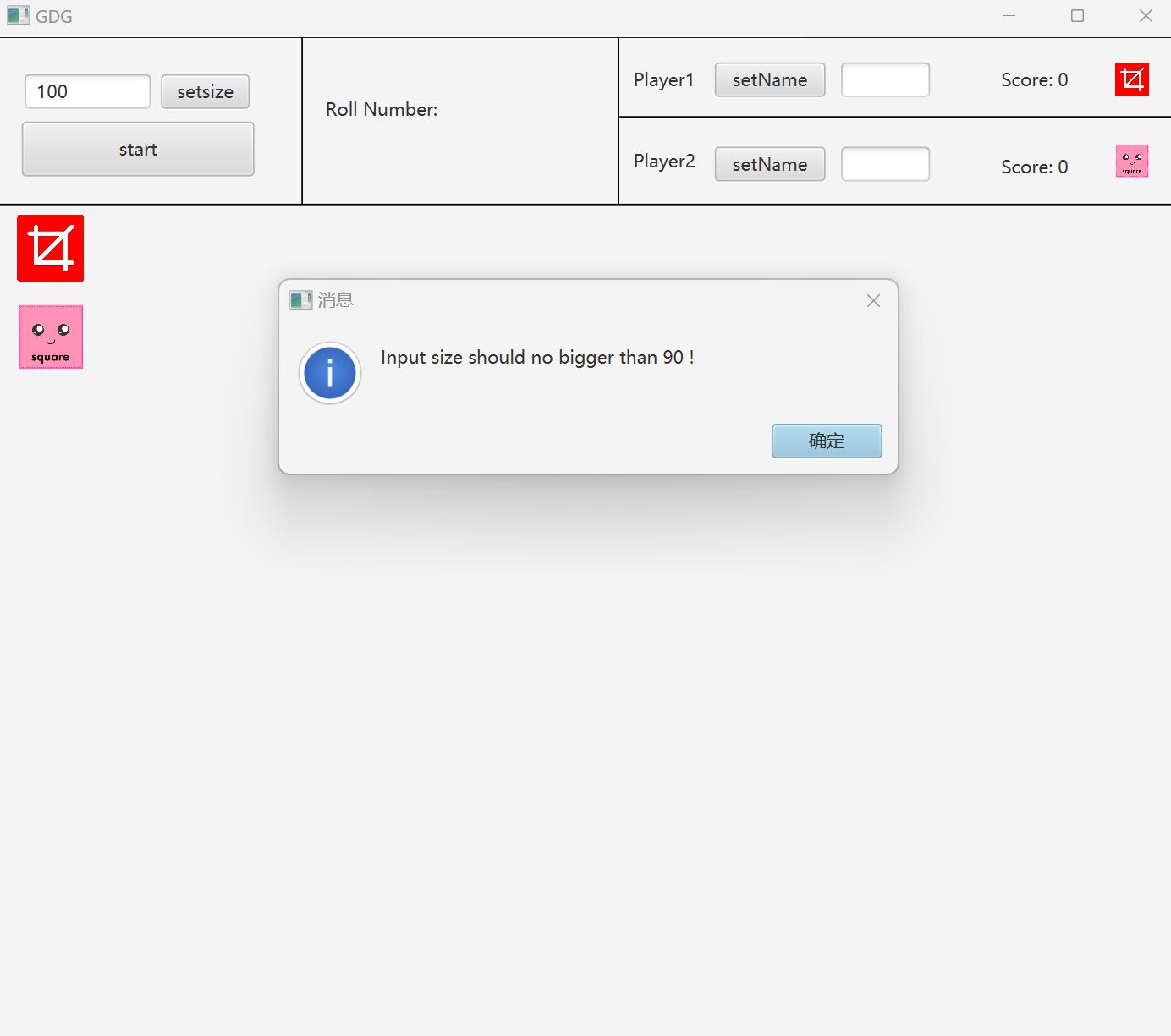
HelloController helloController = new HelloController();

1. helloController.setsize()

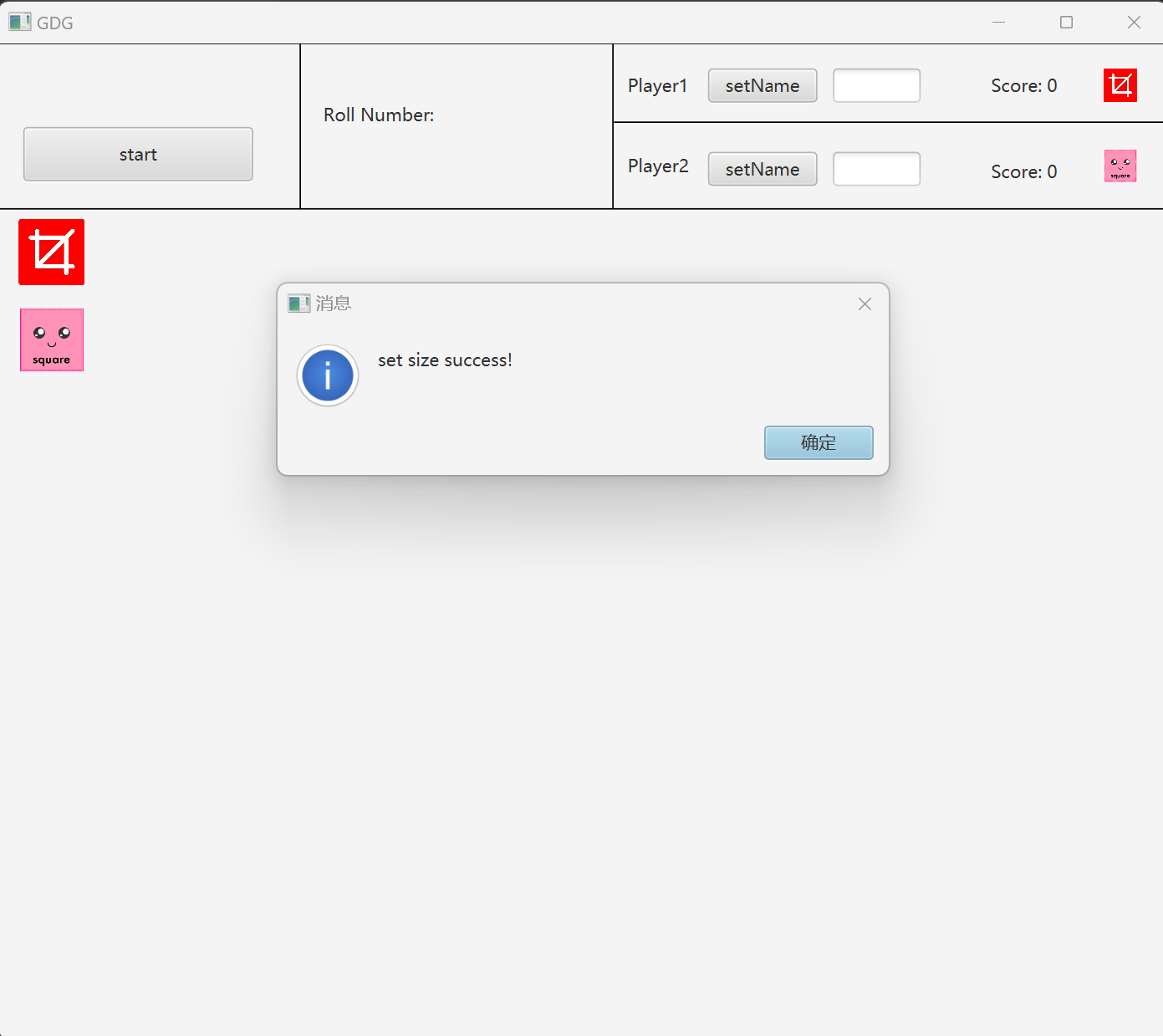
input size 10



Input size 100

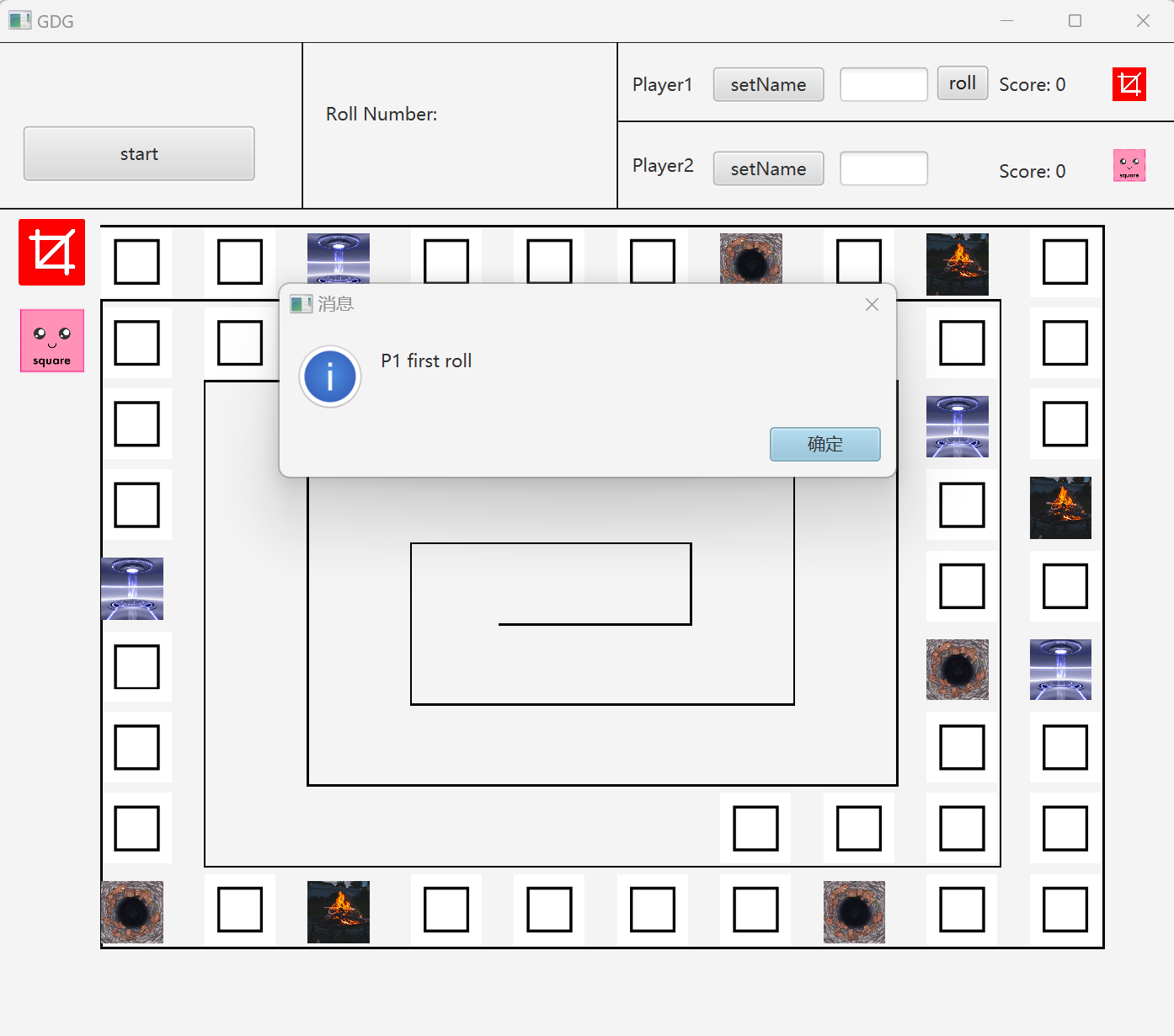


Input size 50

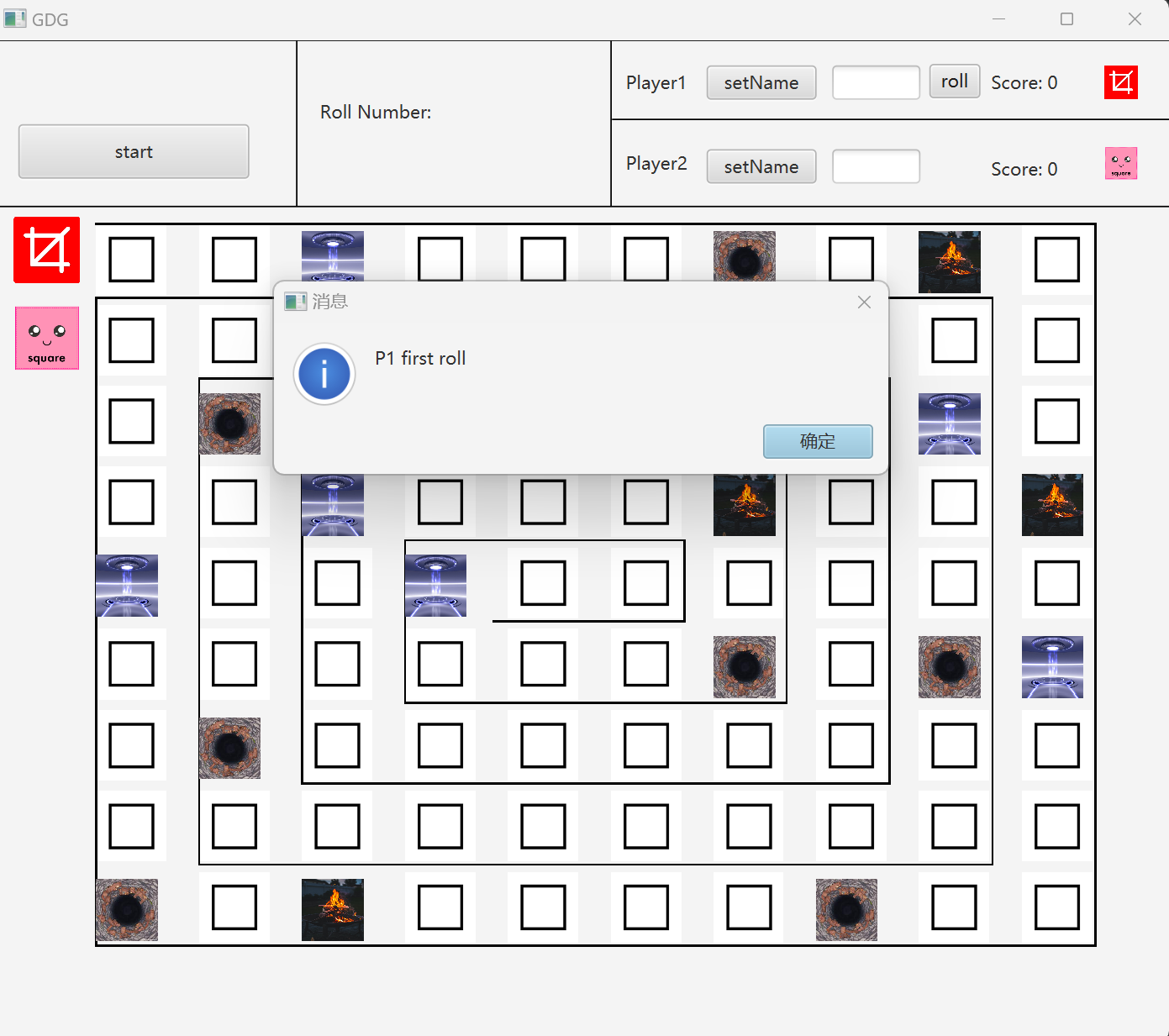


1. helloController.start()

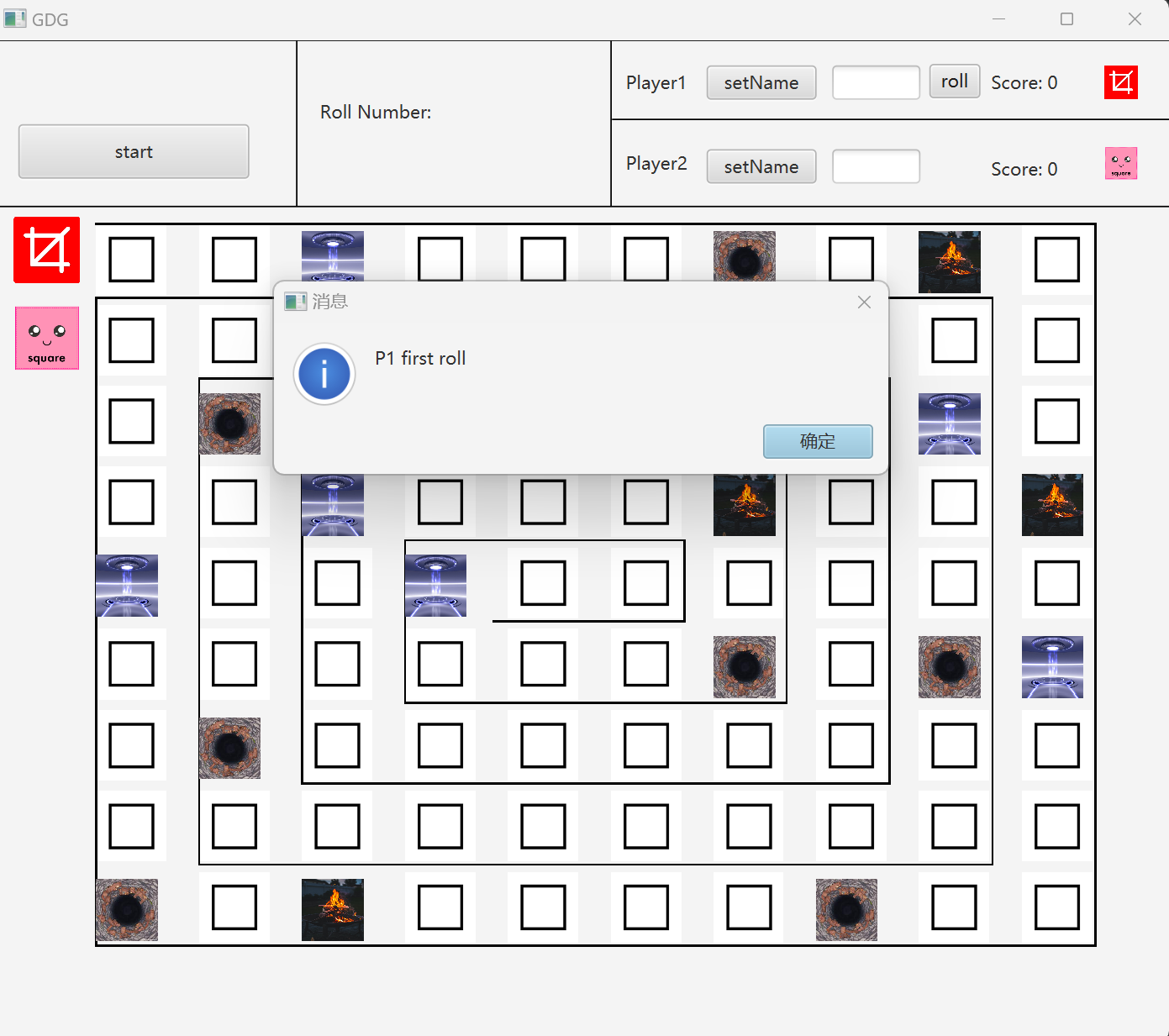
board size 50



Board size 90



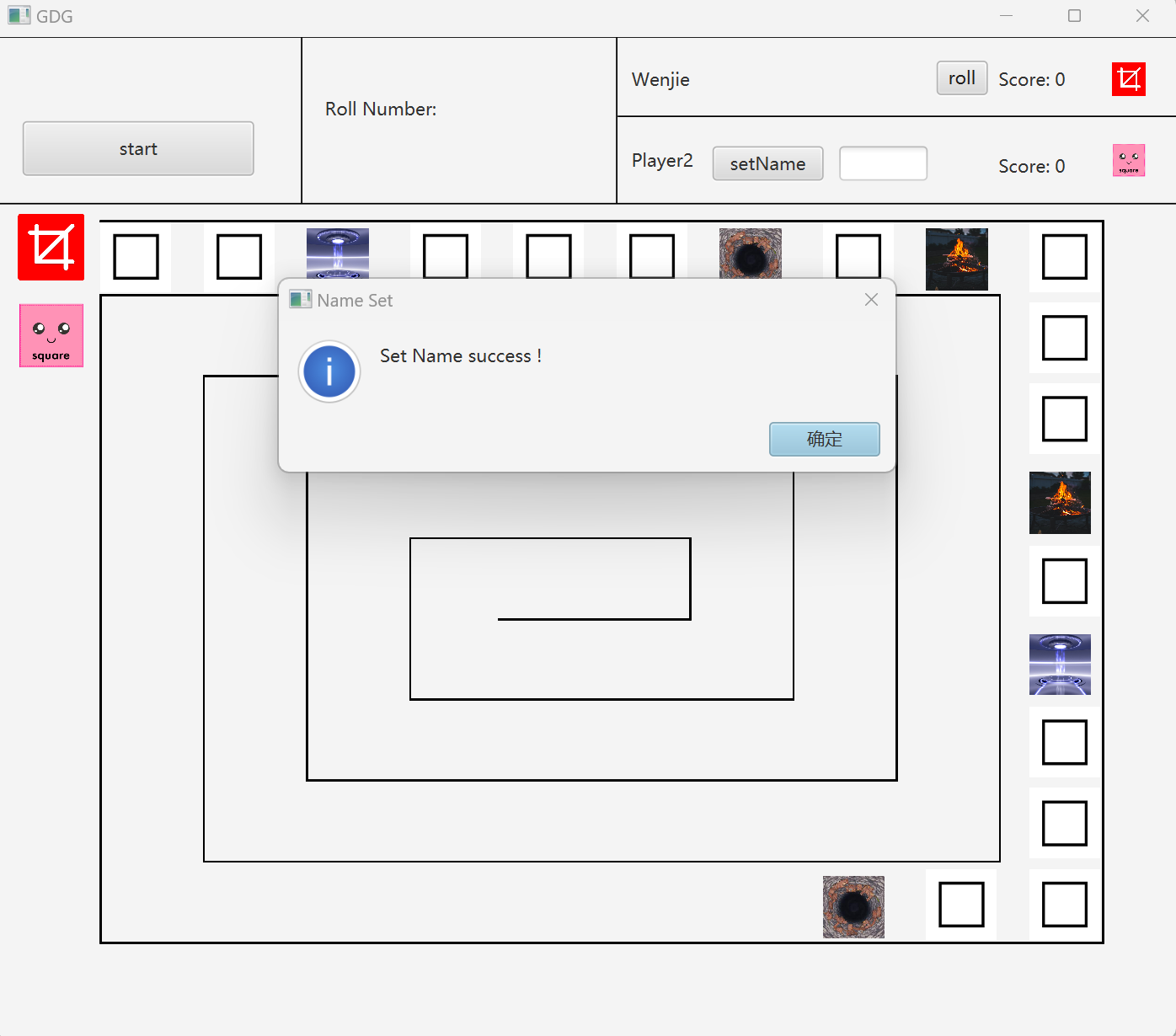
Board size 20

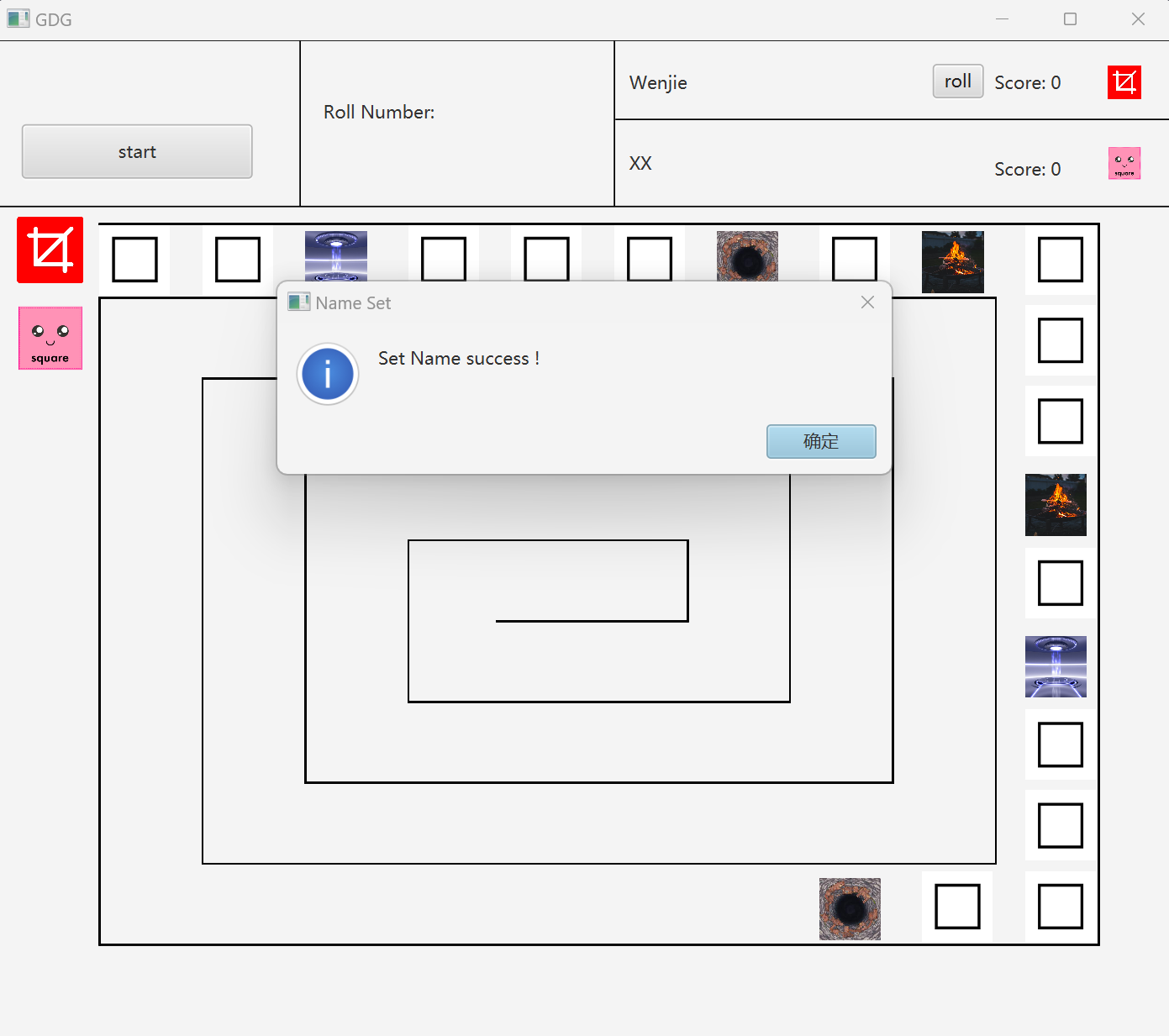


1. helloController.setName()

input Wenjie for Player1

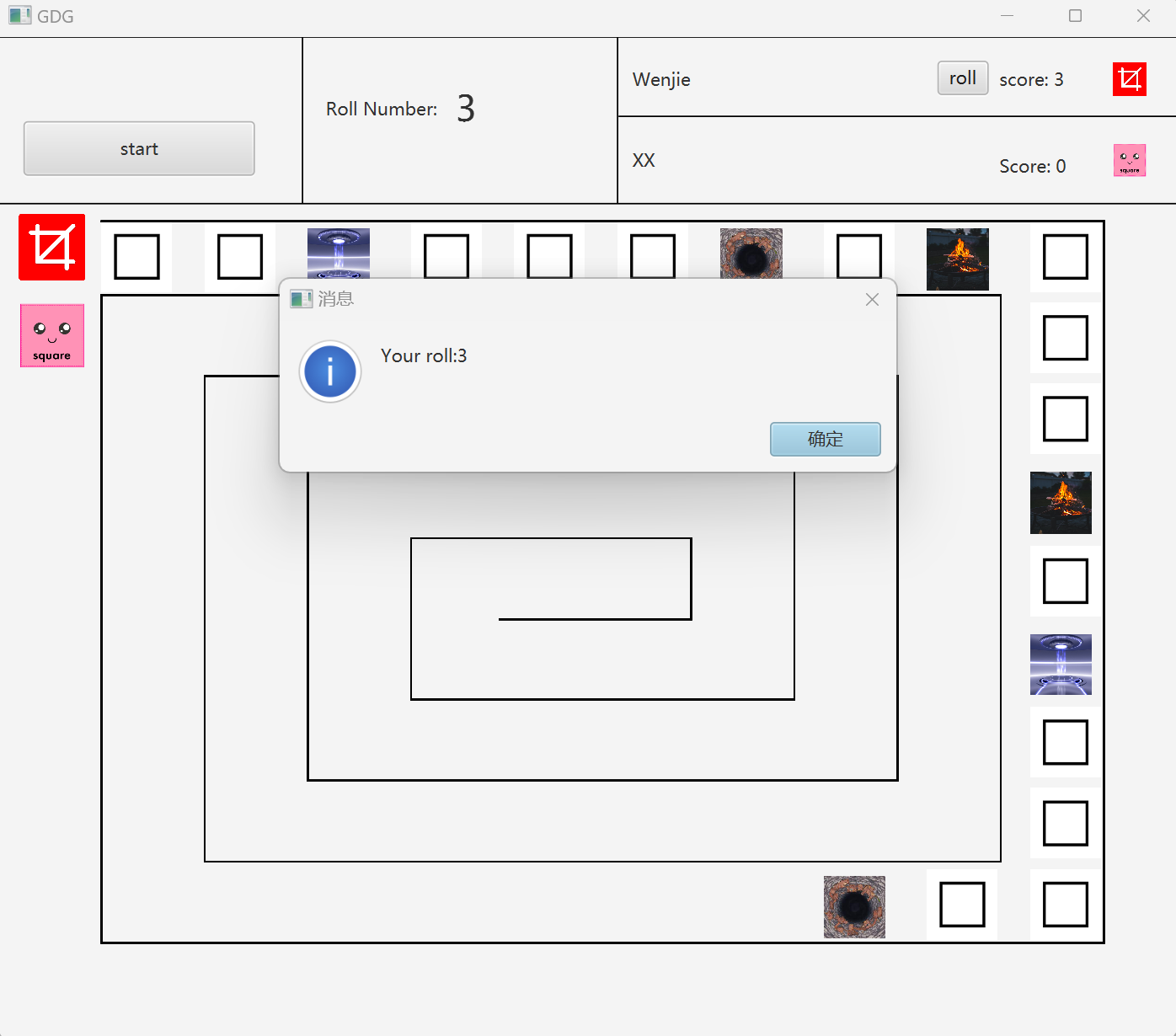
input XX for Player2



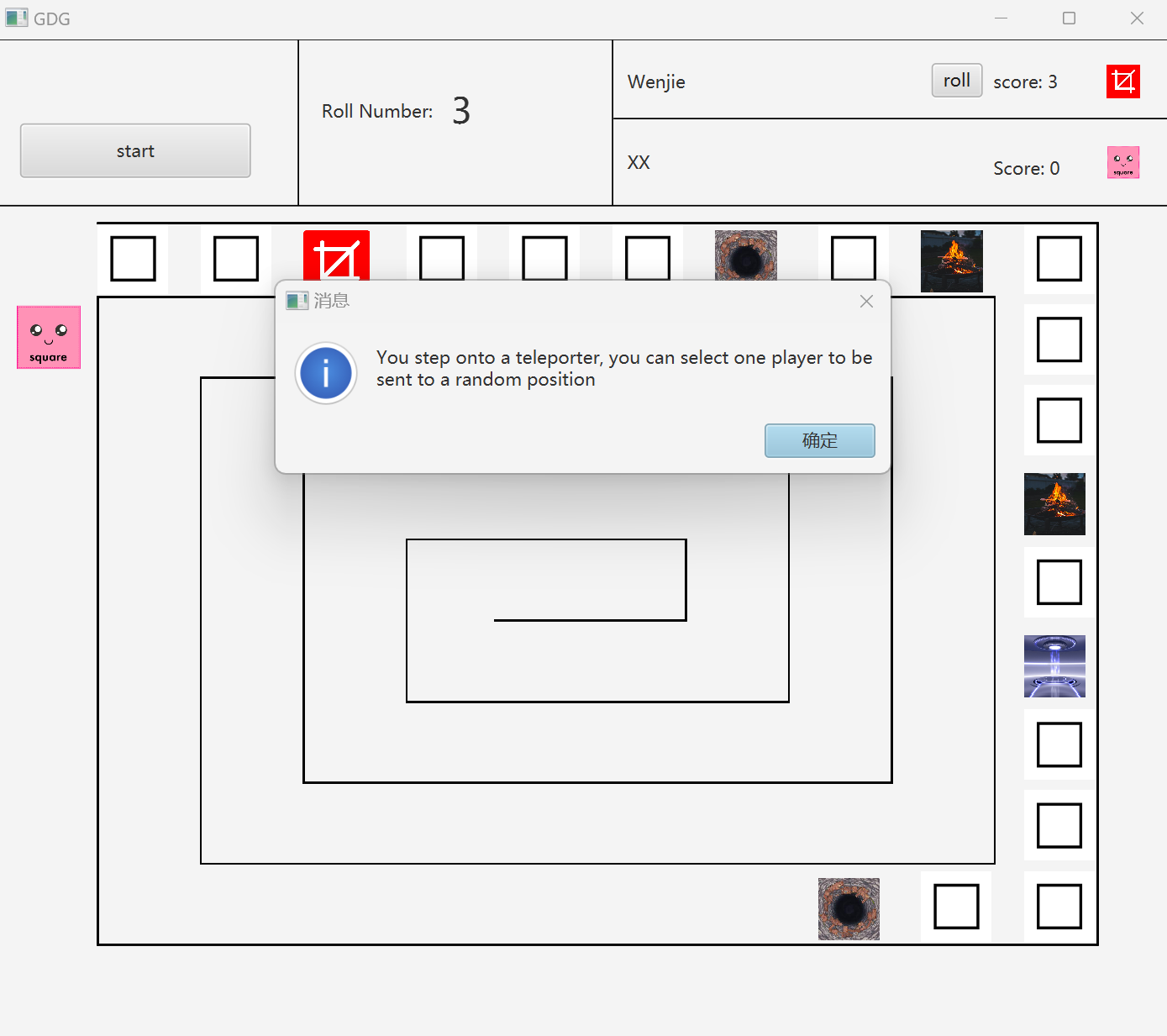


1. helloController.DiceRoll

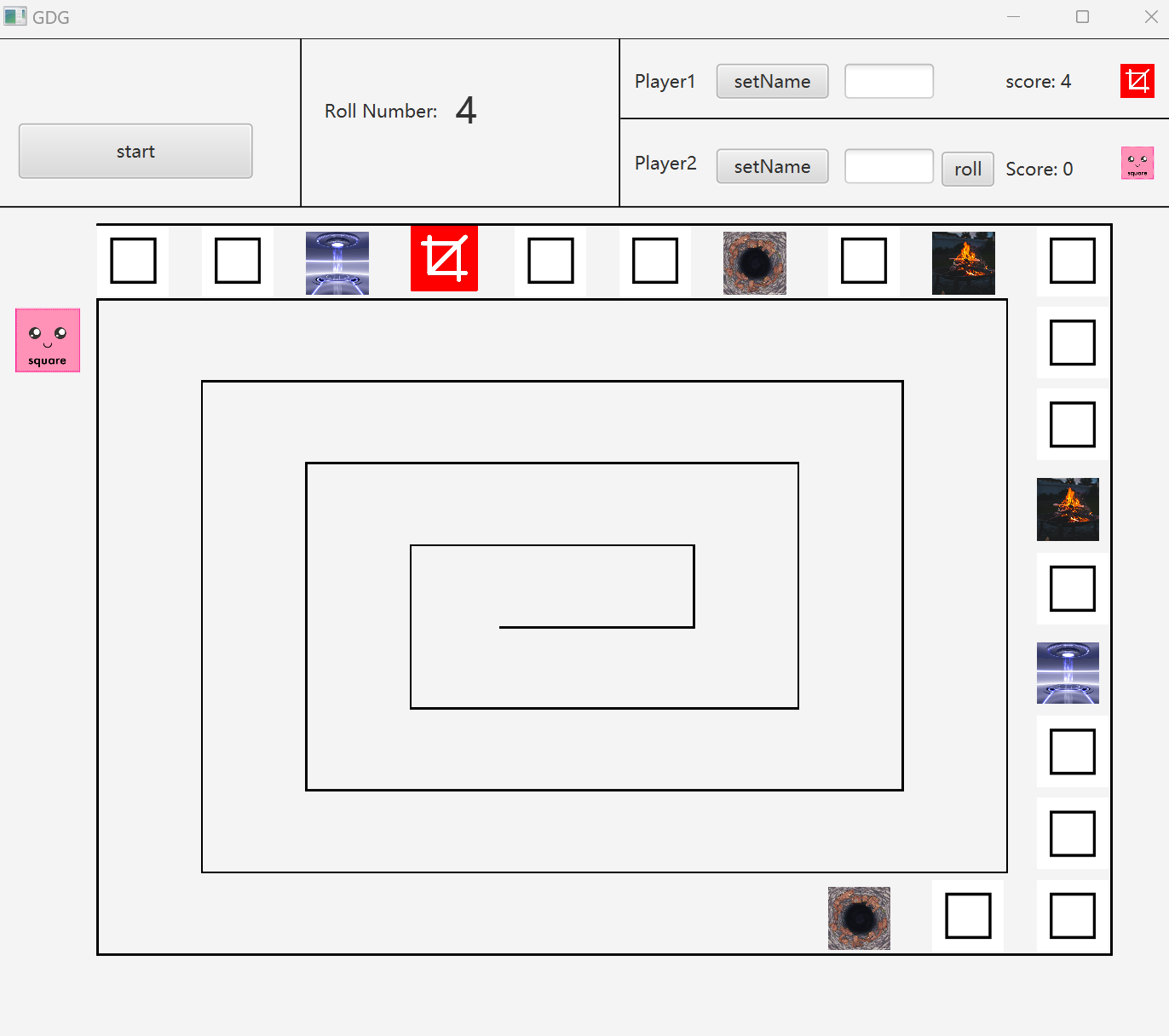
Show Roll Number

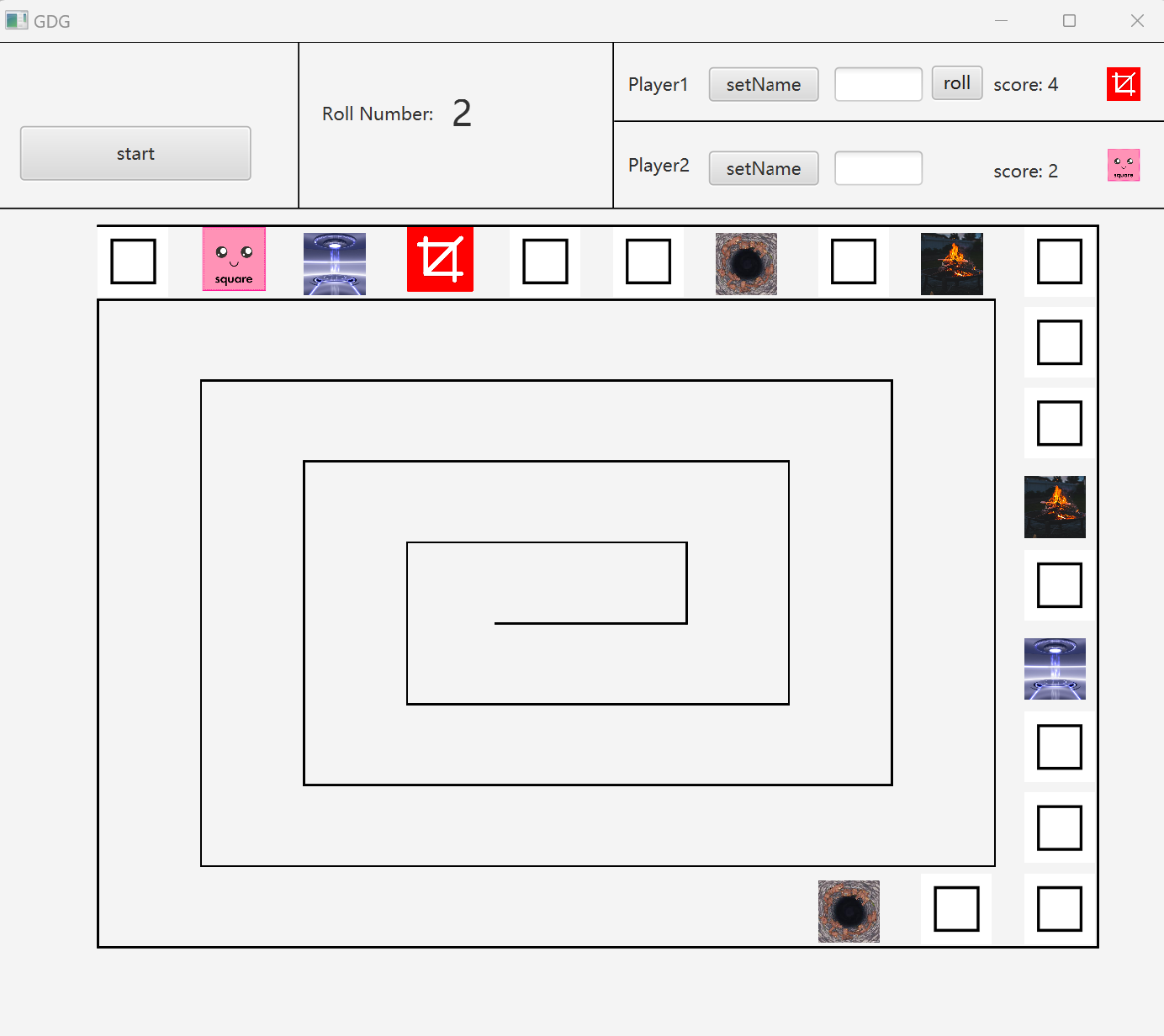


Make movement and interact with obstruction

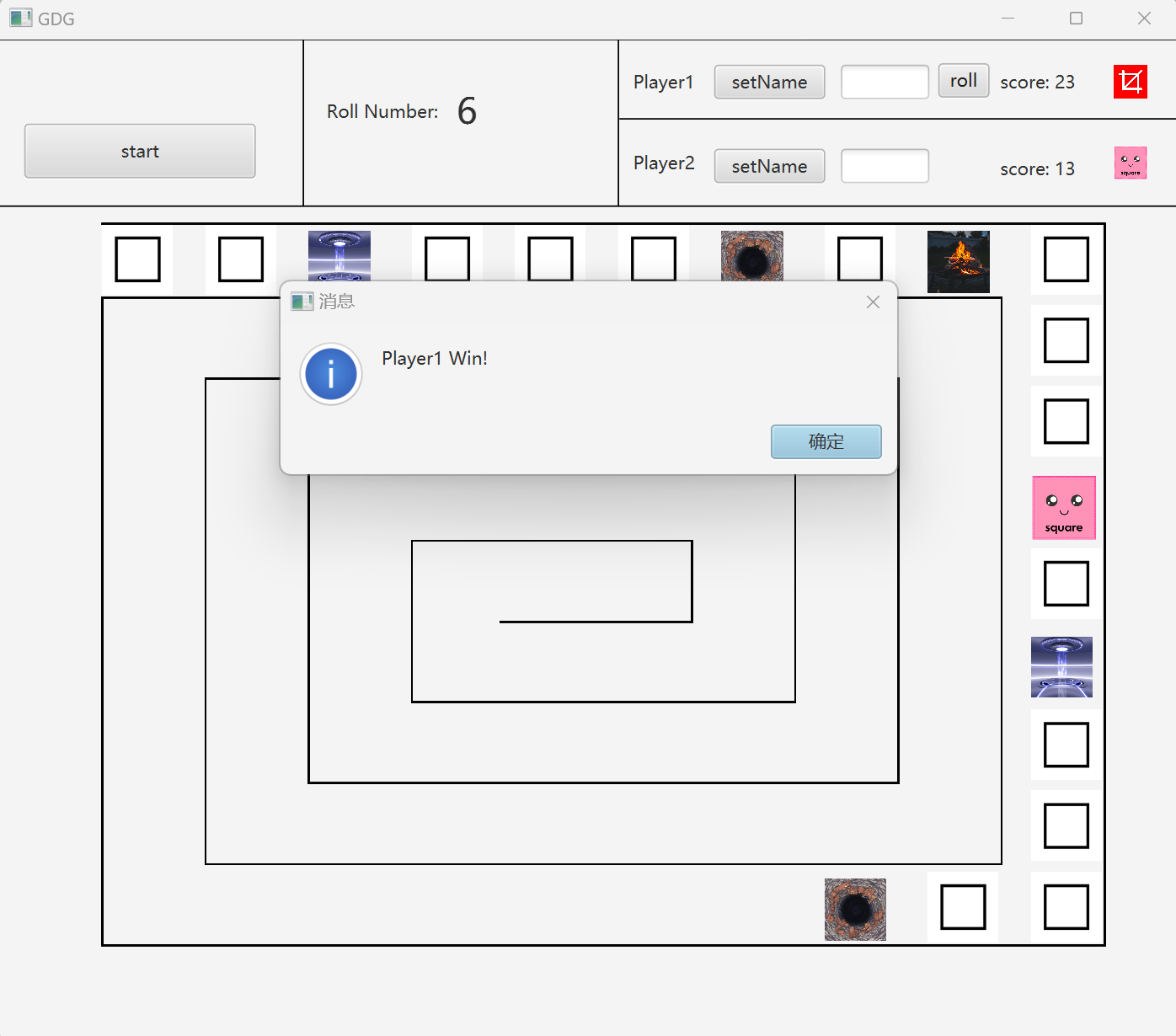


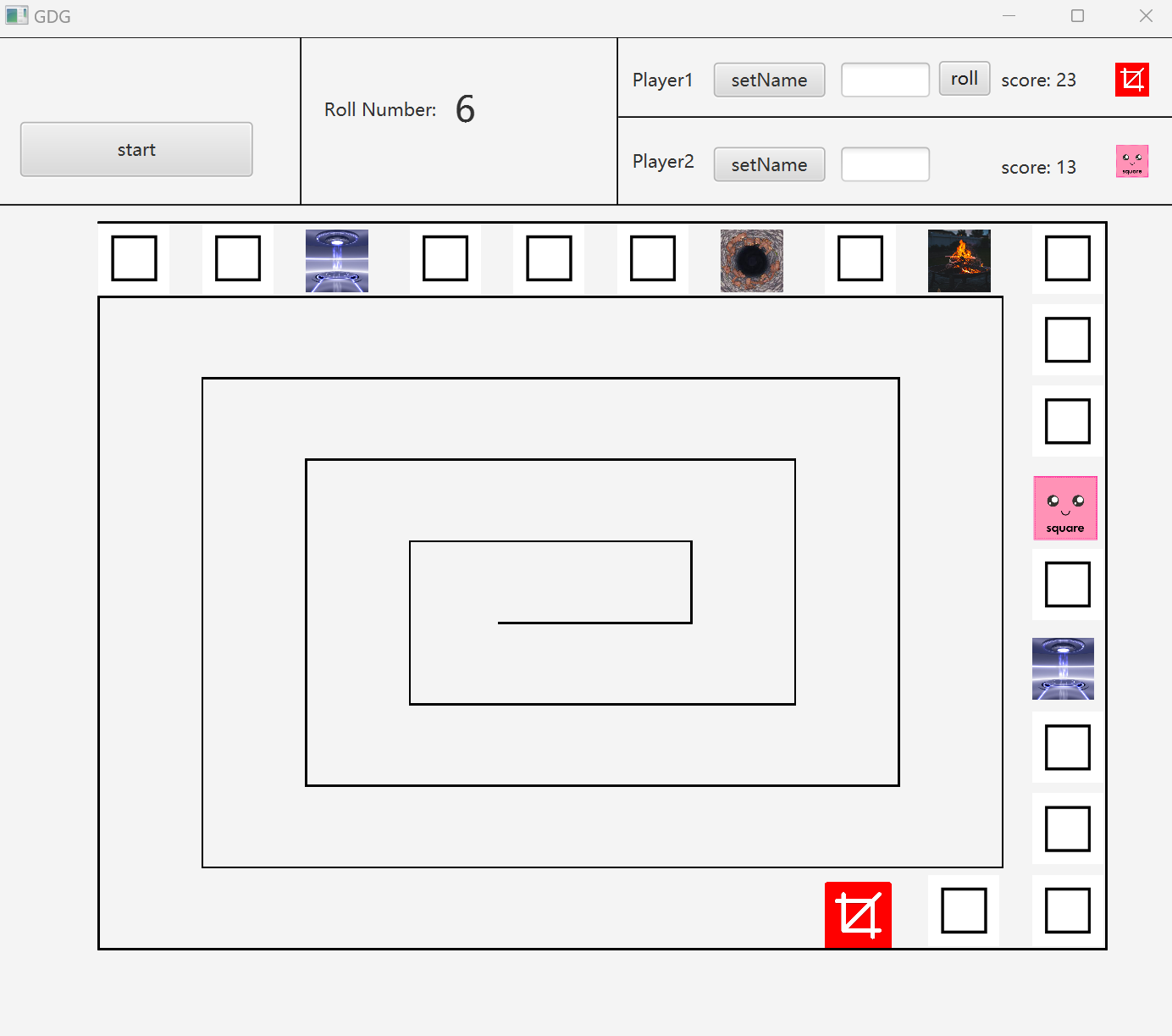
Take turn to move



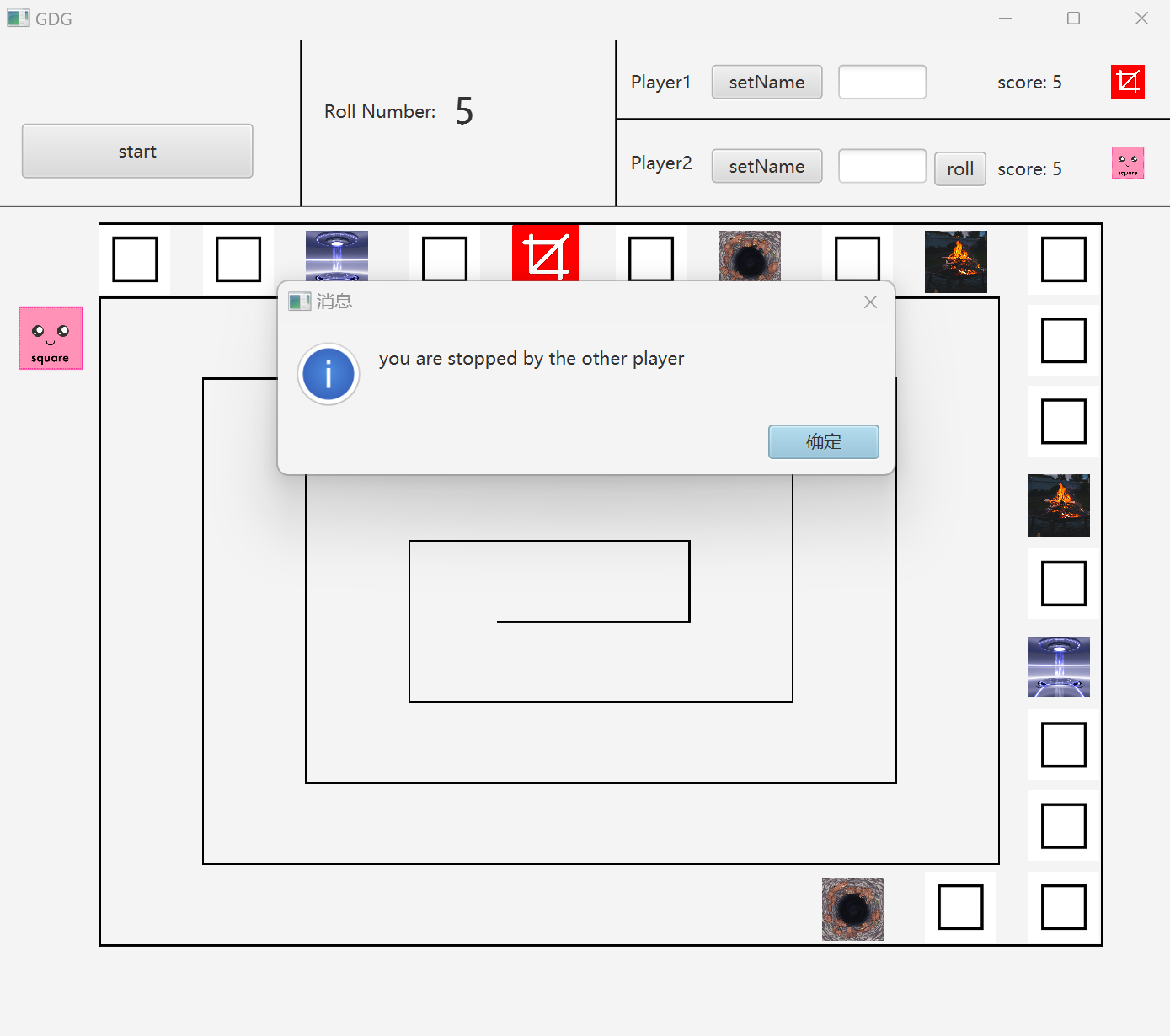


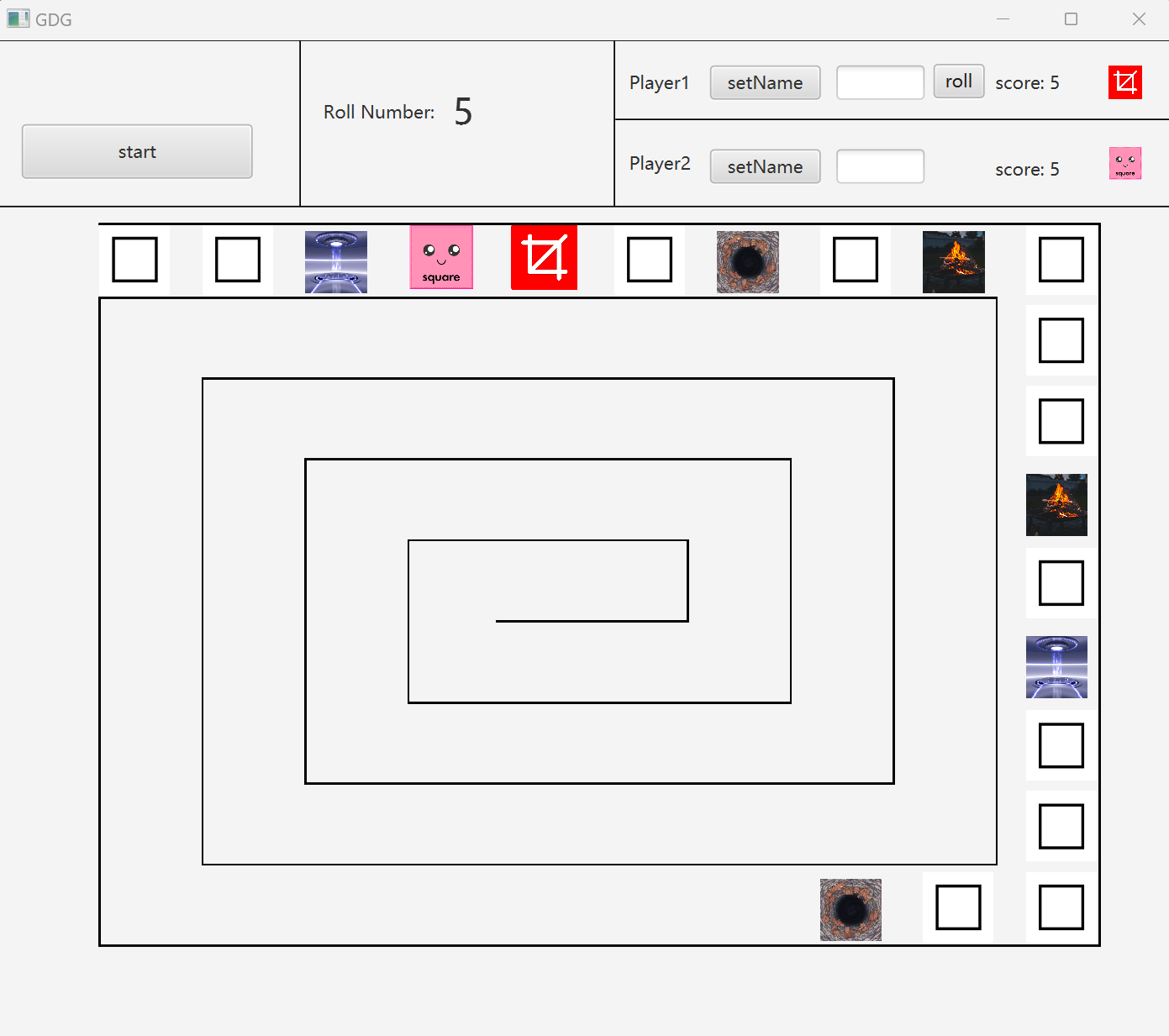
Meet the end



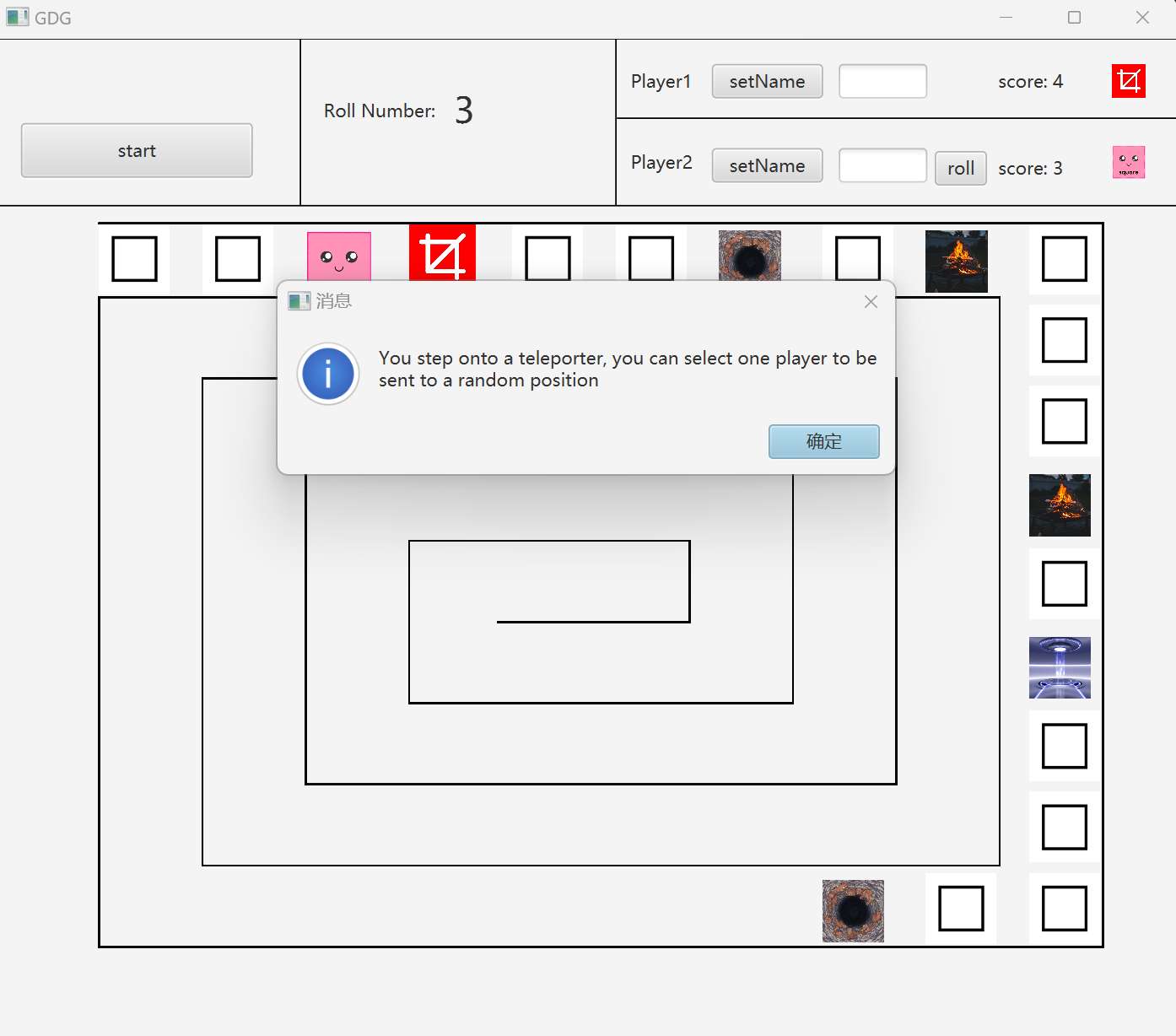


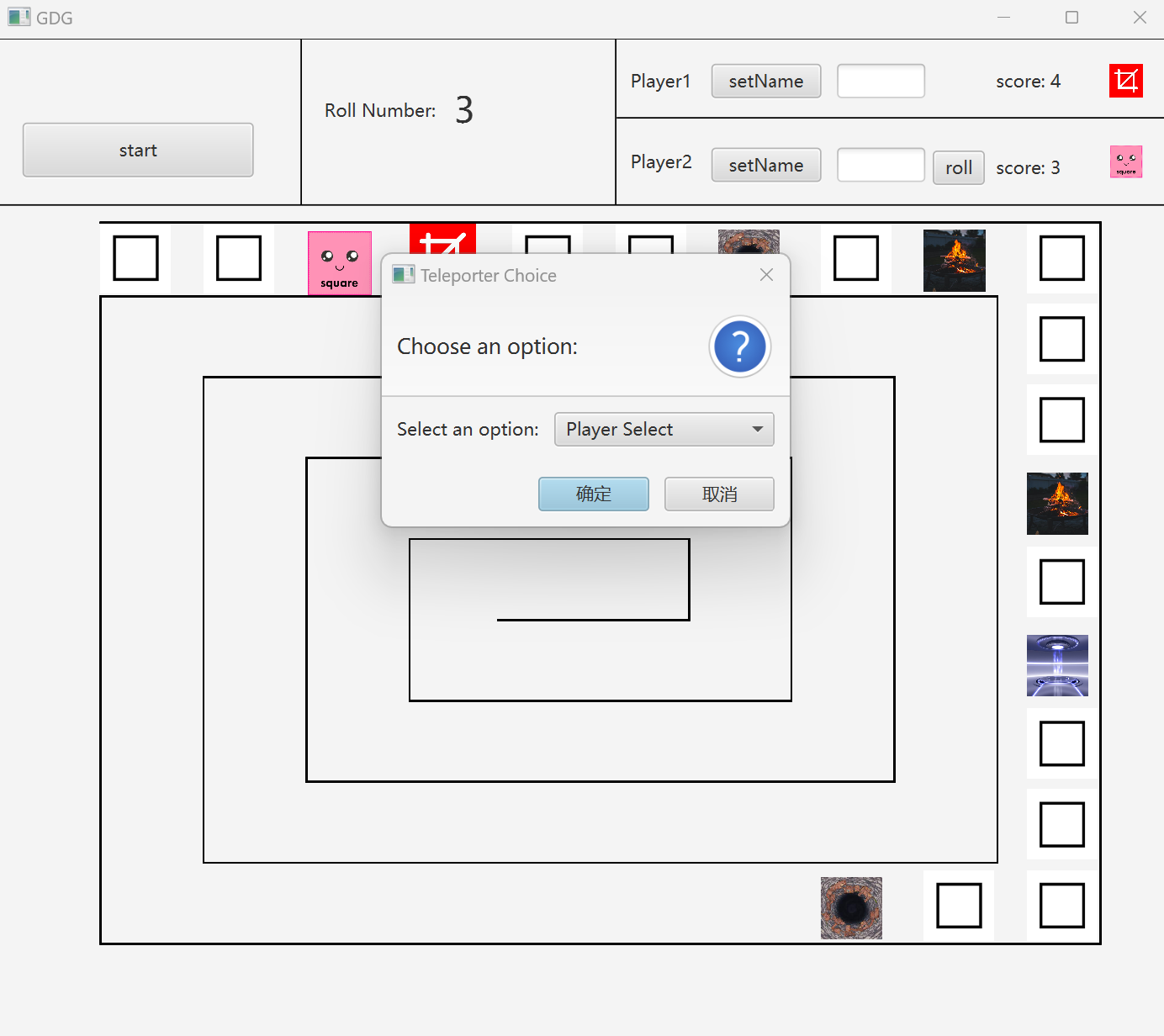
Stopped by the other player



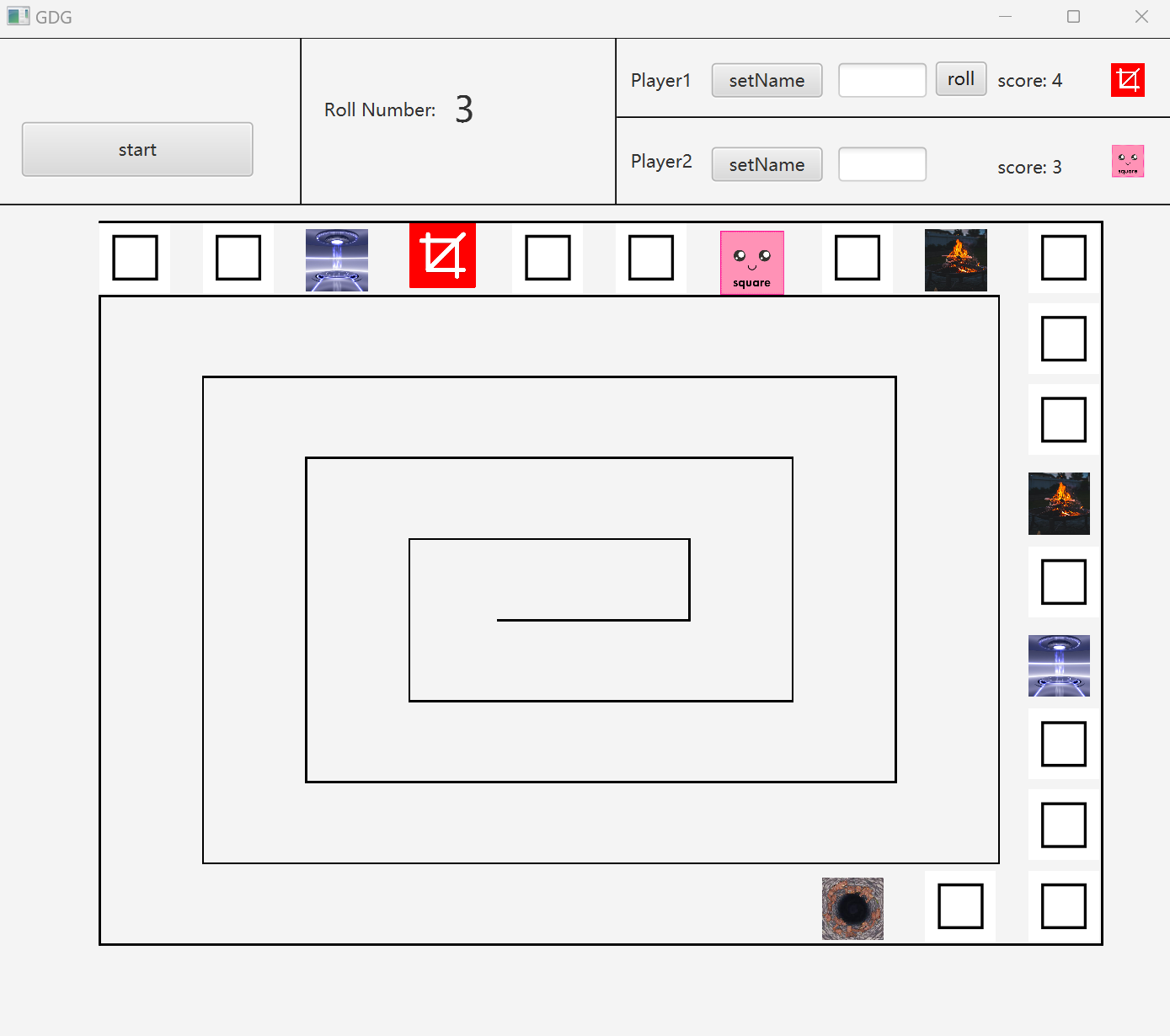


Interact with teleporter:

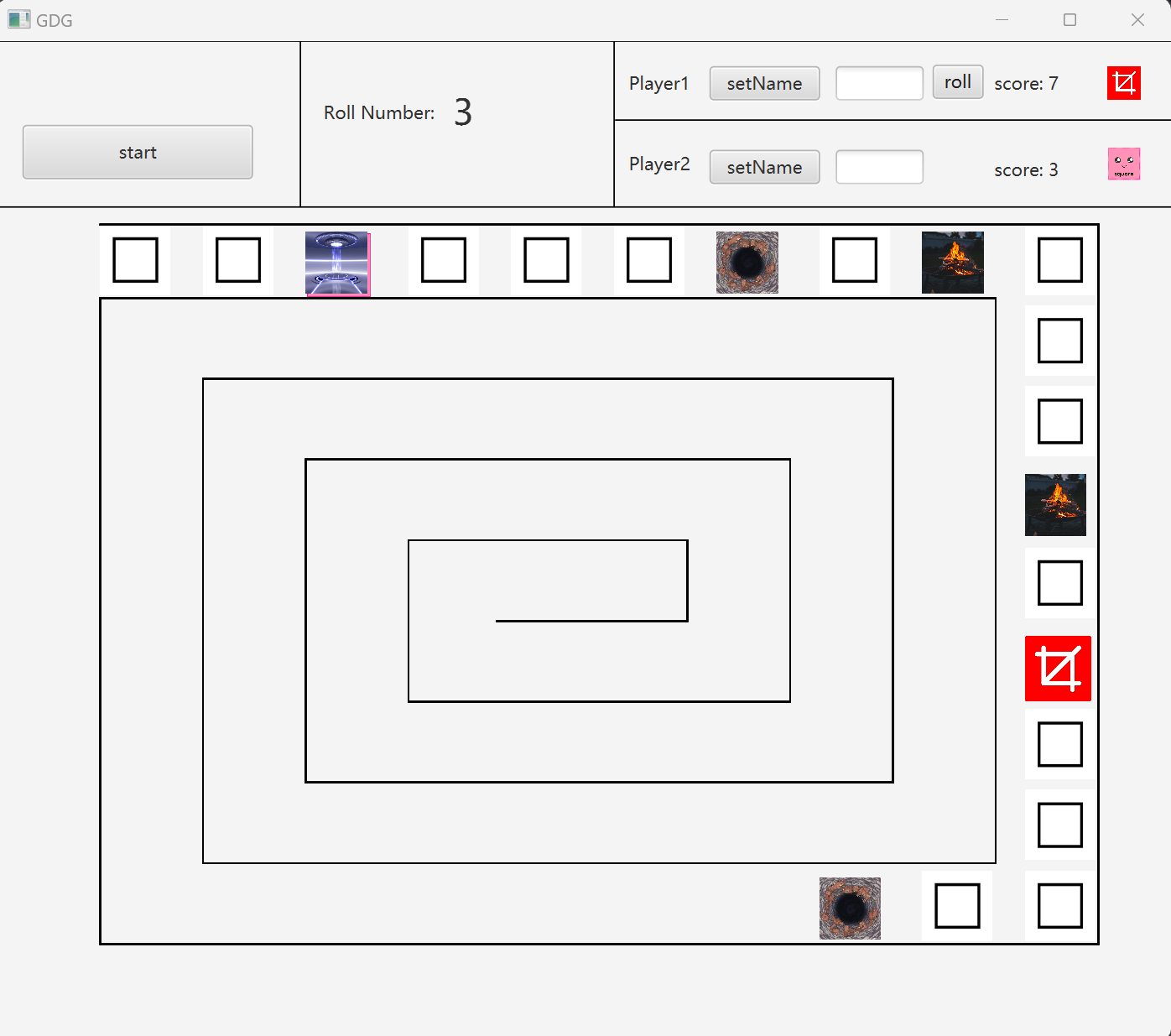




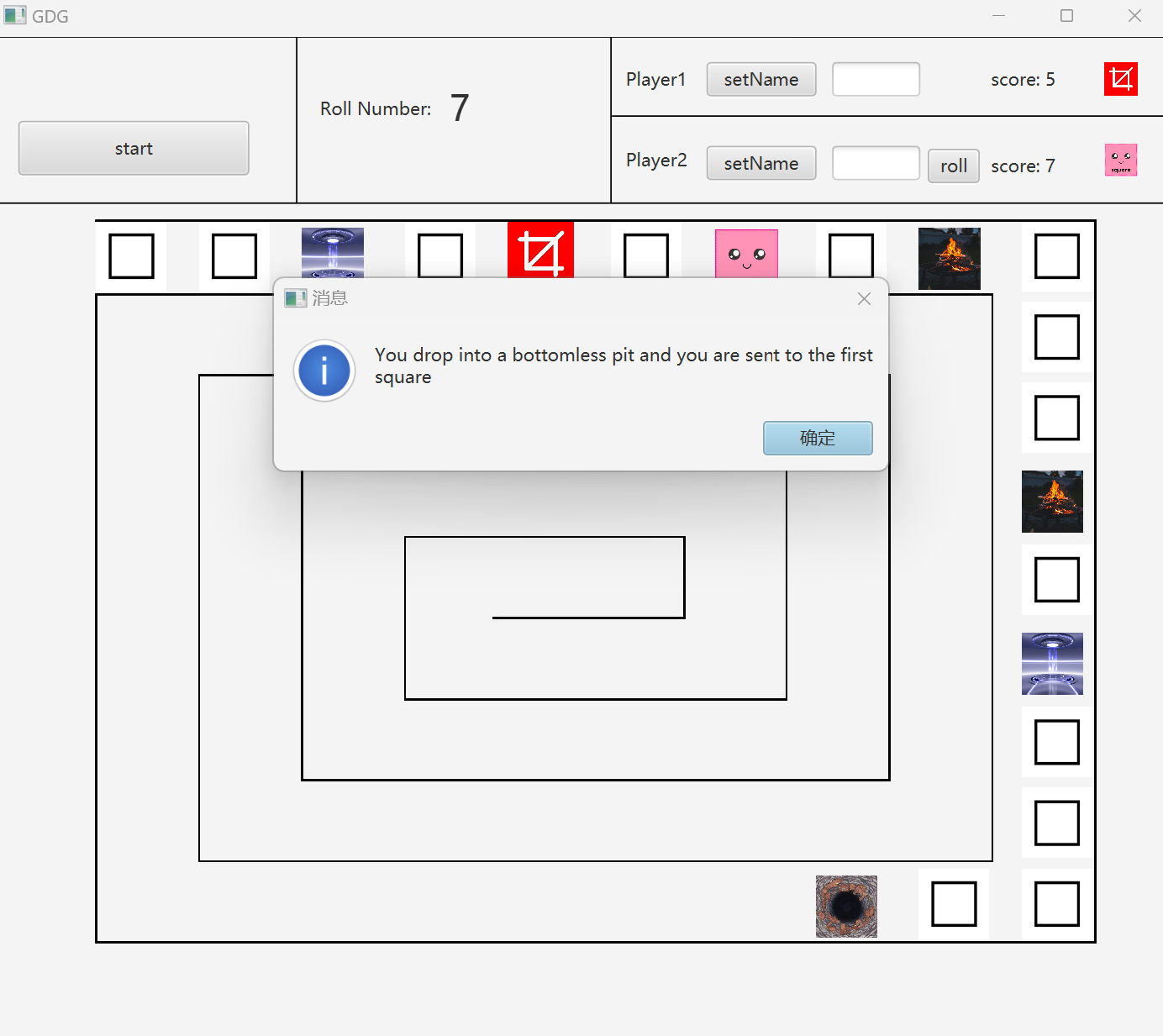
Player 2 select me

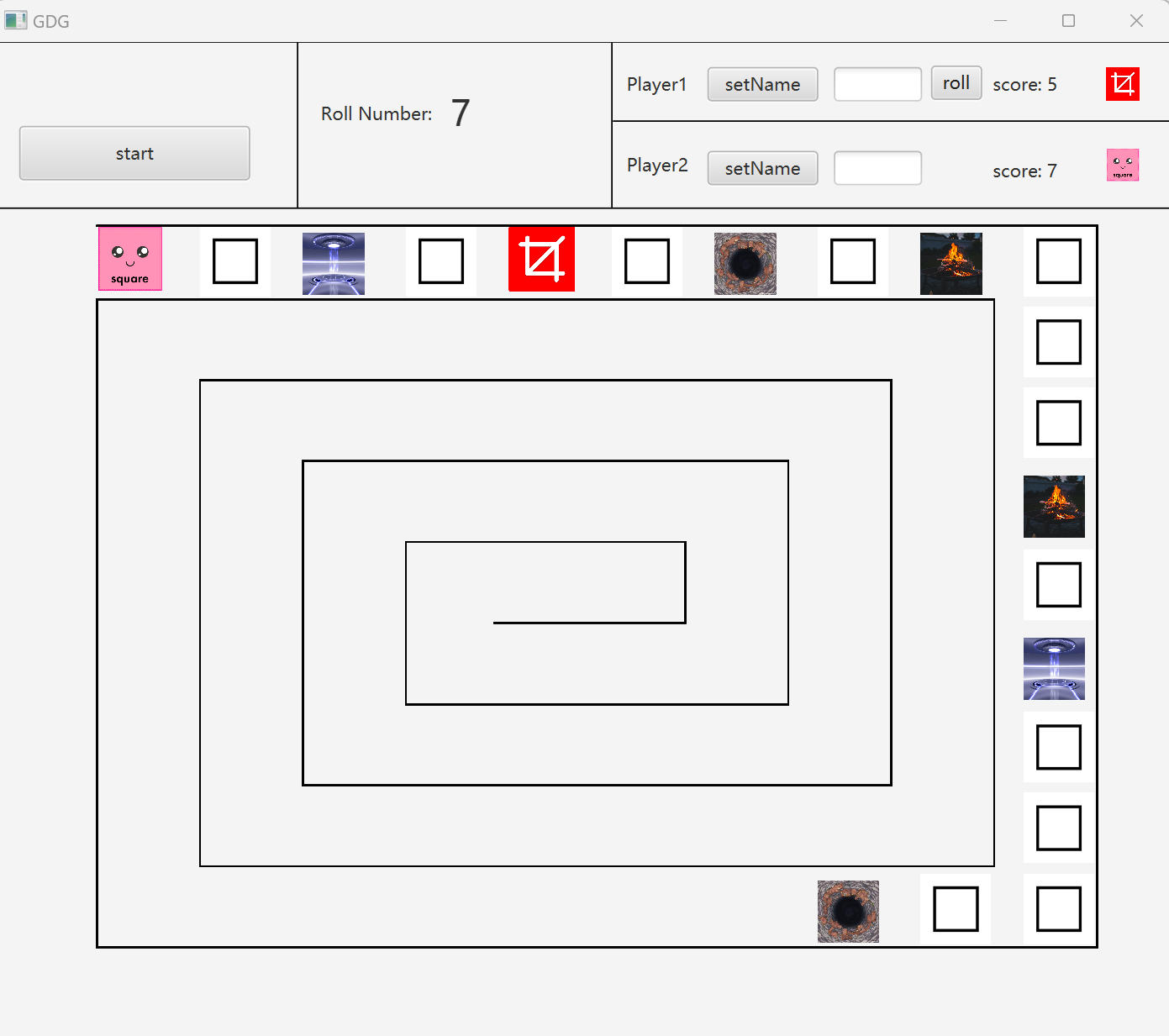


Player 2 select player1



Interact with bottomless pit





Interact with fire pit

