

- playerTokenHashmap: HashMap<Integer,ImageView>
- aiTokenHashmap: HashMap<Integer,ImageView>

- GoMenu():void
- initialize():void
- diceRoll(ActionEvent):void tileHandler(ActionEvent):void
- showMoves():void
- boardUpdate():void
- processAlTurn():void
- handle(ActionEvent):void

- a turnCounter: int
- GoMenu():void
- initialize():void
- handle(ActionEvent):void
- tileHandler(ActionEvent):void
- processAlTurn():void