Logical Architecture Diagram

ViewPanel- Displays the game board

InfoPanel – Shows game statistics

GameController – Handels game flow

ScoreManager – Keeps track of the scores

Validation – Checks if rules are applied correctly on dice roll

GameBoard – Stores game state

Player – Represents players

Square – Represents board cells

Cell Manager – Manages cell text and color

DatabaseHandler – Manages data stored

FileHandler – Handels file read/write operations