As a player, during my turn I want to either pass or roll the dice so that I can move squares.

```
        ┌──────────────┐              ┌──────────────┐
        │   :Player    │              │   :Board     │
        └──────┬───────┘              └──────┬───────┘
               ┆                             ┆
   start       ▟                             ┆
●─────────────▶█                             ┆
         ┌─ALT─┐                             ┆
         │     █                             ┆
         │     █      rollDie()              ┆
         │     █───────────────────────────▶█
         │     █                             █        randInt()
         │     █                             █◀──────┐
         │     █     returnRoll()            █       │
         │     █◀─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─█
         │     █                        ┌─LOOP─┐  [Loop # that was rolled]
         │     █    moveSquares()        █
         │     █───────────────────────▶█
         │     █                         █
         │     █                         █    moveOneSquare()
         │     █                         █◀──────┐
         │     █   returnNewLocation()   █
         │     █◀─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─█
         │     █    getNextPlayer()      █
         │     █───────────────────────▶█
         │     █   returnNextPlayer()    █
         │     █◀─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─█
         │ [roll dice]                   
         ┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄┄
         │     █    getNextPlayer()      █
         │     █───────────────────────▶█
         │     █                         █
         │     █   returnNextPlayer()    █
         │     █◀─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─█
         │ [pass]
```