```
┌───────┐          ┌───────┐   ┌───────┐  ┌───────────┐
│ Actor │          │ Game  │   │ Player│  │ Properties│
└───┬───┘          └───┬───┘   └───┬───┘  └─────┬─────┘
    ┊                  █                         
    ┊          getPosition ──────▶ │             
    ┊          ◀── - - - - - - - - │             
    ┊            getName ────────▶ │             
    ┊          ◀── - - - - - - - - │             
    ┊           getInJail ───────▶ │             
    ┊          ◀── - - - - - - - - │             
    ┊            setInJail ──────▶ │             
    ┊          ◀── - - - - - - - - │             
    ┊           setPosition ─────▶ │             
    ┊          ◀── - - - - - - - - │             
    ┊           setPosition ─────▶ │             
    ┊          ◀── - - - - - - - - │             
    ┊          addToBalance ─────▶ │             
    ┊          ◀── - - - - - - - - │             
    ┊           getBalance ──────▶ │             
    ┊          ◀── - - - - - - - - │             
    ┊           setPosition ─────▶ │             
    ┊          ◀── - - - - - - - - │             
    ┊             getName ──────────────────────▶ █
    ┊          ◀── - - - - - - - - - - - - - - - - │
```

Note (attached to Game activation bar):
roll
Software does not support
drawing arrow from Actor's
timeline to Game's activation bar)

Note:
This is the sequence diagram for the roll() method of
class Game of SYSC3110Monopoly project.
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Group 28
Milestone 1