GameBoard		Drawable	
1. Knows the window 2. Knows the players 3. Knows the player number 4. Knows the number of volcanoes 5. Knows the number of animal types 6. Knows the distance between caves 7. Knows the caves 8. Knows the volcanoes 9. Knows the gameboard array	Dragon     Volcano     Cave	1. Knows the x-coordinate 2. Knows the y-coordinate 3. Knows the image path 4. Sets the display coordinate of the image 5. Draws the image on the window	
10. Sets up the board (Arrangement of caves and volcanoes) 11. Sets up the caves 12. Sets up the volcanoes 13. Display the board		1. Knows the id 2. Knows the image path 3. Knows the position 4. Moves to next position	Drawable     GameBoard     MoveAction
Game		MoveAction	
<ol> <li>Knows the player number</li> <li>Knows the players</li> <li>Knows the chit cards</li> <li>Knows the gameboard</li> <li>Set up the initial game board</li> <li>Handles the game logic</li> <li>Handles the change of turn to next player</li> <li>Updates the display during each turn or after any action is performed</li> </ol>	<ul><li>Dragon</li><li>ChitCard</li><li>GameBoard</li><li>MoveAction</li><li>Display</li></ul>	1. Knows the dragon 2. Knows the position of dragon 3. Knows the number of steps to move 4. Knows the gameboard 5. Determine the expected dragons's destination based on the number of steps 6. Call the dragon to move itself to the appropriate destination	Dragon     GameBoard

## Page

- 1. Knows the controller
- 2. Knows the window
- 3. Changes gamepage based on the game's state
- 4. Displays the current gamepage5. Enforce the child class to complete the detail implementation of the functionality of each game page

## PageController