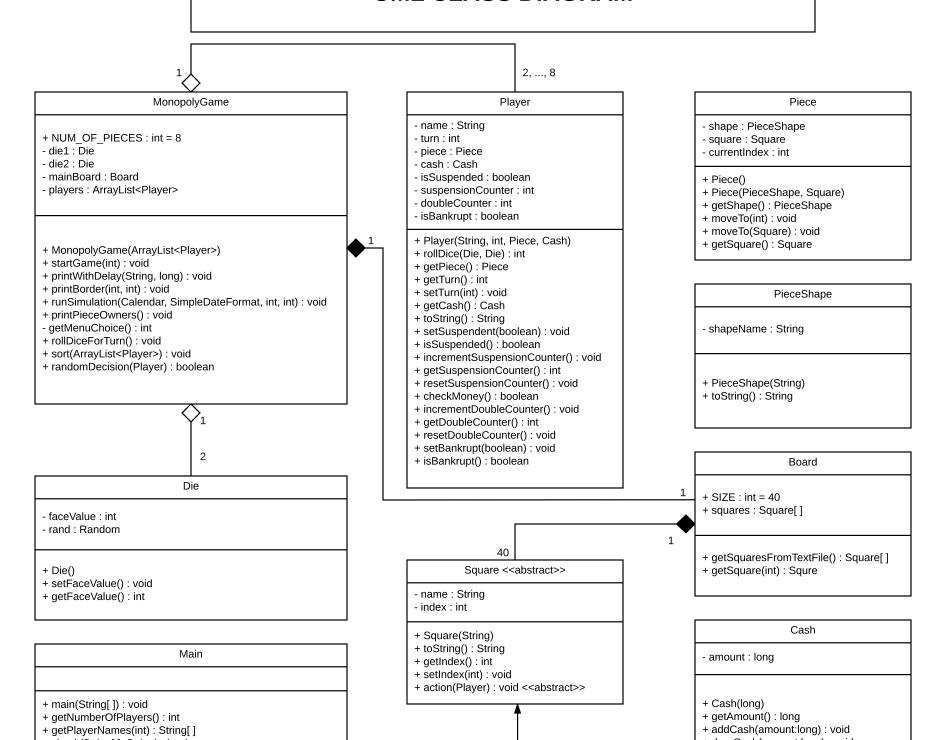
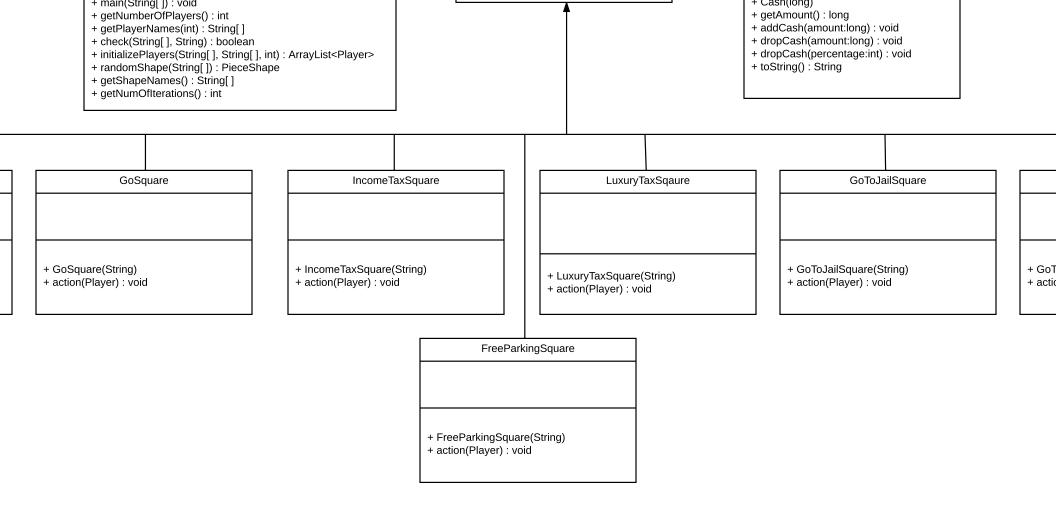
UML CLASS DIAGRAM



RegularSquare
+ RegularSquare(String) + action(Player) : void



GoToJailSquare + GoToJailSquare(String) + action(Player) : void