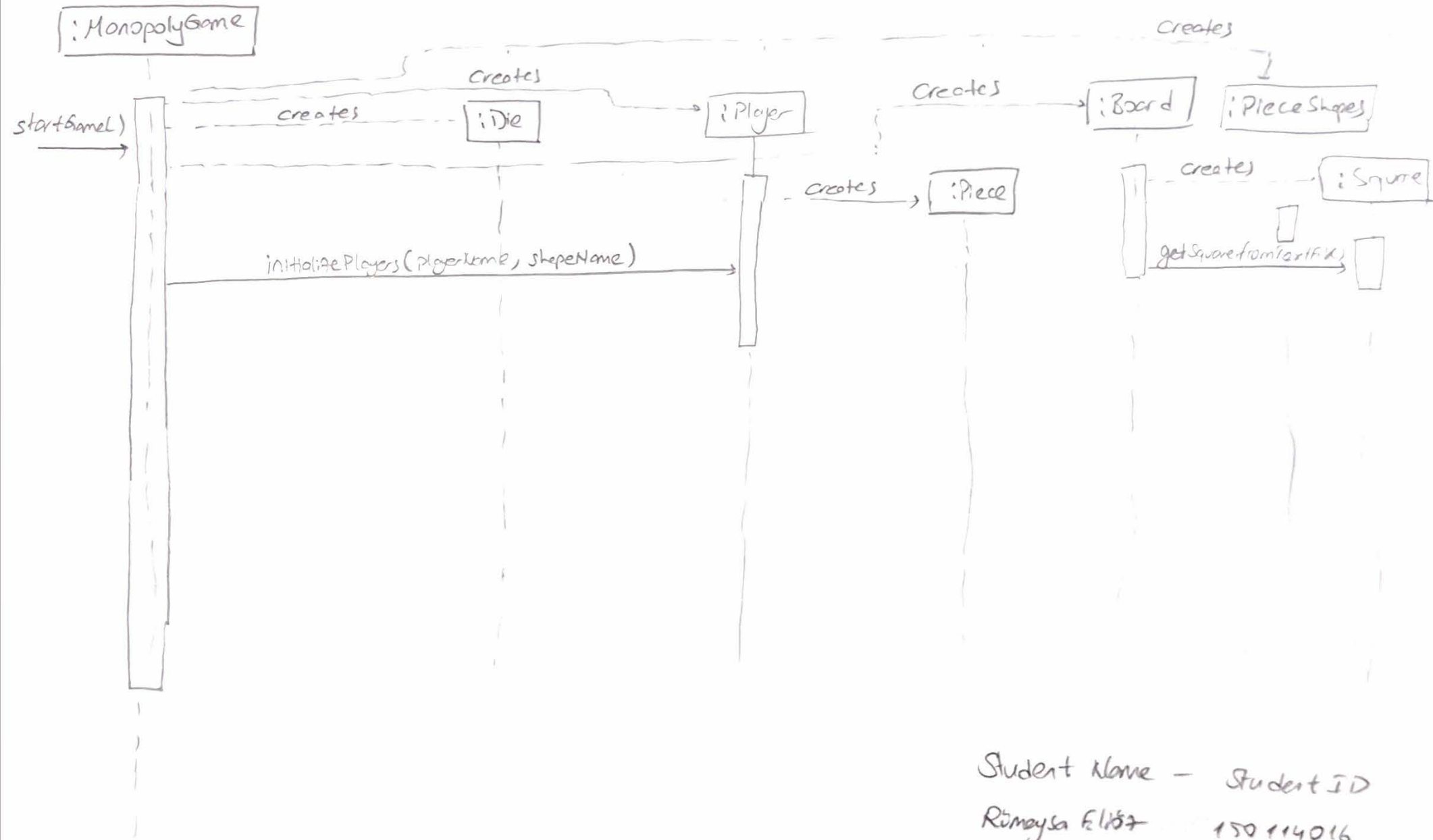


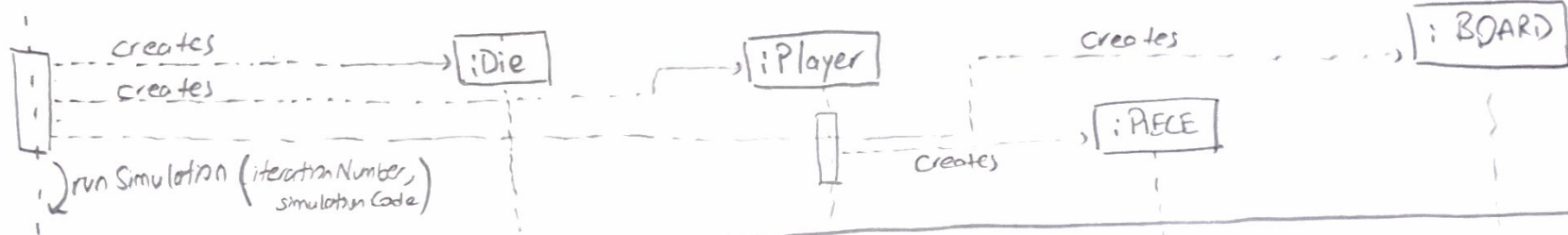
DYNAMIC SEQUENCE DIAGRAM



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DYNAMIC SEQUENCE DIAGRAM

: MonopolyGame



loop [Iteration Number]

die1.rollDie()

fv1 = die1.getFaceValue()

← fv1 = faceValue

die2.rollDie()

fv2 = die2.getFaceValue()

← fv2 = faceValue

← player.getPlace()

piece.getPlace()

(locationSquare

← Square

← piece.moveTo(fv1 + fv2)

getSquare(fv1 + fv2)

← square

PrintStatus()

endGame()