












































	Game
	board ArrayList<Square>
	Game()
	move(Person, int) void
	setGame() void
	isBankrupt(Person) boolean
	updateStatus(Person) void
	isGameOver() boolean
	beforeRollingDices(Person) void
	afterRollingDices(Person, int[]) void
	afterCycle(ArrayList<Person>) void
	turn int
	players ArrayList<Person>
	cycle int
	gameBoard Board





 	Comparable
	compareTo(T) int








 	Person
	Person(String, int)
	compareTo(Person) int
	name String
	myTurn int
	doublesCounter int
	inJail boolean
	lastDice int
	currentBalance int
	position int





 	Square
	playersOnTheSquare ArrayList<Person>
	Square()
	name String
	type String




 	TaxSquare
	TaxSquare()
	TaxSquare(int)
	name String
	type String
	taxAmount int

 	RewardSquare
	RewardSquare()
	RewardSquare(int)
	rewardPrice int

 	StartingSquare
	StartingSquare()
	rewardPrice int

 	Dice
	dice1 int
	dice2 int
	sum int
	same int
	dices int[]
	Dice()
	rollDice() int[]

 	Board
	Board(ArrayList<Square>)
	gameboard ArrayList<Square>

 	Main
	main(String[]) void