**Snake ladder**

1 roll 1

Die

2 play 1

Player

Game

1

1

Square

Board

\* check 1

1

\*

Squaretype

**Class that I separate from GameActivity:**

Player

Game

Board

**Class that I add more:**

Square

Squaretype

NormalSquare

SpecialSquare

StartfinishSquare

Where in the code I apply GRASP principle to it?

- I set GameActivity work to link class and interface together.

- I set Game control all action from user and respond to player.

- Create Player.

- Roll Die.

- Change turn.

- reset turn.

- Check win.

- Show dialog.

- I set Player can collect position and calculate next position.

- set position.

- I set Board work to move Player.

- Create Board to play.

- Move player in each turn.

- Restart game.

- Check effect in each Square.

- I set Square work to make event in each square.

- Create square and event.

- Check effect in each Square.

- Run event.