**Ludo**

**Dice**

Number\_list = []

No\_six = 0

Playing\_for = str

Play()

**Board**

color\_block = dict(color: cord)

Stars = list(board\_cordinate)

Cell = 2Dlist(52 ele)

**Color**

Color\_list = []

High\_list\_color()

**Piece**

Color = str

Board\_cord = int

Local\_cord = int

Active = bool

Moving = bool

Move(int)

Die()

Go\_active()

highLight()

Draw()

**Rules**

Chance

Next\_chance(dice, cut)

New\_state\_check(cell)

Select\_check()

Check\_Home()

**Game**

Board = Board()

Dice = Dice()

Rules = Rules()

Color = color()

Chance = str

Color\_seq = []

Out\_num = int

Died = bool

Initialize()

Reset()

Run()

Out\_num = Dice.run()

Update()

Piece\_list = color.color\_list(chance)

If possible:

Piece = Select()

Cell = piece.move

Home = rules.check\_home(piece)

Cut = rules.new\_state\_check(piece)

Chance = rule.next\_chance()

Reset()

Draw()