Snakes and Ladders Kata – Feature 1 Implementation

Board, Square, Die, Token models the domain object and their responsibilities. Their responsibility is to hold the domain information and expose the means to retrieve them. They are abstracted from the implementation through their interfaces and factory classes.

PlayerHelper class is responsible for changing the states of these domain objects, it primarily mimics the rules to be followed by a player while playing the game. Game class is responsible for managing the game by letting know which player’s turn is to play and stop the game when it finished. Player class is used to add a player into the game and the Game class is abstracted away from using any other method apart from PlayFinished to let the user know whether they have won or not.

I have used Abstract Factory and Factory classes to abstract the core implementation and to inject the objects dynamically when they are required.