< <interface>></interface>	
Movement	
int move()	
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< <interface>></interface>	
Slides	
int Entrance()	
int Exit()	
int move()	
me move()	

int location(get:set) Dice int roll() int move() Snake int move() int Exit() int Exit() int Exit() int Entrance() Int Exit() int Entrance() int move()		Players		
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Straw int Exit() int Entrance()				
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int Exit() int Entrance()				
int Entrance()		Straw		
int move()				
		int move()		