Snake Ladder Doc.

In this project, I separate class in:

- Game
- Player
- DieCup
- Die
- Piece

The patterns and principles used in GRASP are: Creator, Controller and Information Expert.

- Creator
    o Player creates Piece.
    o DieCup creates Die.
    o Game creates DieCup and Player.
- Controller
    o UI is controlled by Game. It never touch directly to Game.
    o Same as Board, It controls UI. But UI never touch directly to Board.
- Information Expert
    o Player has the information about the Piece.
    o Game has the information about the Player.