



GameState:

- Board
- Player data
- Round tour

Move:

- Player data
- Move data

View:

- Displayed by
- Board
- Player data
- Round tour

Click:

- Creates move data

Board:

- Dices
- Dice fields
- Tray
- Areas data
- Points

Player data:

- Id
- State (active/passive)
- Nick

Round tour:

- Tour numer
- Round numer

Move data:

- Field id used
- Dice used
- Bonus used

Areas data:

- Field id
- Field content
- Color
- Bonus
- ...