-InitialXforPlayer : int -InitialYforPlayer : int -playerEntrythrow : boolean -playerID : int -playerTileNumber : int -playerTileNumber : Node
-xAxis : int
+ Player(playern: Node, playerID: int, playerEntrythrow: boolean, playerTileNumber: int, xAxis: int, initialXforPlayer: int, initialYforPlayer: int) + getPlayer(): Node + isPlayerEntrythrow: boolean + getInitialXforPlayer(): int + getInitialXforPlayer(): int + getPlayerID(): int + getPlayerID(): int + getxAxis(): int + setxAxis(xAxis: int): void + getPlayerTileNumber: int + setPlayerEntrythrow(playerEntrythrow: boolean): void + setPlayerTileNumber(playerTileNumber: int): void

Player

-byX : int
-byY : int
-headTileValue: int
-slide : int
-tailTileValue : int
+ Snakes(byX : int, byY : int, headTileValue : int, tailTileValue : int)
+ getByX(): int
+ getByY() : int
+ getHeadTileValue() : int
+ getSlide() : int
+ getTailTileValue() : int
<u> </u>

Snakes

Ladder	
-slide : int -byY : int -byX : int -ladderBaseTileValue : int -ladderTopTileValue : int	
+ getByX() : int + getByY() : int + getLadderTopTileValue() : int + getLadderBaseTileValue() : int + getSlide() : int + Ladder(byX : int, byY : int, ladderTopTileValue : int, ladderBaseTileValue : int)	

```
Controller
 ~ flagt : boolean
-returnCancel : ImageView
-quitIdentity : Group
 ~ flagPopUp : boolean
 + rand : int
~ diceFinishedFlag : boolean
-movement : TranslateTransition
~flag3000 : boolean
~playerID : int
 ~playerbool : boolean
 ~ random : Random
-okayButton : ImageView
-arrow : ImageView
-exitButton : ImageView
-restartGame : ImageView
-restartGame1 : ImageView
-menuButton : ImageView
-player2 : ImageView
-player1 : ImageView
-identificationArea : ImageView
-dice_image : ImageView
-returnLogo : ImageView
-diceGIF : ImageView
-play : ImageView
-greetBaseImage : Group
-MainBoardAnchor : AnchorPane
-greetAnchor : AnchorPane
 + ladderHashMap : HashMap<Integer, Ladder>
+ snakesHashMap :HashMap<Integer, Snakes>
 + playerArray : ArrayList<Player>
 ~ playGame(event : MouseEvent) : void
 ~ translationFunction(time : double, object : Node, x : double, y : double, z: double, count : int, autoreturn : boolean, playerID : int) : TranslateTransition
 ~ playerInformation(playerID : int, tileCount : int) : TranslateTransition
 ~popUpPlay() : void
 ~popUp( event : MouseEvent) : void
~popUpReturn( event : MouseEvent) : void
 ~ Roll_Dice( event : MouseEvent) : void
 ~ return_Home( event : MouseEvent) : void
 ~ exit_key( event : MouseEvent) : void
```

