



Board
-token: int = 0 -playersOnBoard: ArrayList<Player> -boardfields: ArrayList<Field> -INSTANCE: static final Board = new Board();
+addPlayer(p:Player) +addField(f:Field) +setToken(t:int) -Board() +getInstance()

Die
-highest: int = -1 +thrown: int = 0 +INSTANCE: static final Die = new Die()
-Die() +getDie(): Die +setHighestThrow(nr:int) +getHighest(): int +getThrown(): int +setThrown(nr:int)

Player
-name: String -start: int -isActive: boolean -score: PlayerScore -currentField: Field
+Player(name:String,start:int,score:PlayerScore)

PlayerScore
-player: Player -nrthrows: int -score: int -chanceHad: int -laddersUp: int +laddersDown: int
+incrChanceHad() +incrLaddersUp() +incrLaddersDown() +incrNrThrows() +calcScore() +getScore(): int