

Die	Superclass: Actor
Responsibilities	Collaborators
has-a	number of faces (int, 0 to 3)
has-an	image (Greenfoot Image)
has-a	RNG for die roll (controlled by game board)
has-d	type of die rolling , die and three (int) (6 or 4)

Game Board	Superclass: World
Responsibilities	Collaborators
has	PlayerPieces (for P1, P2)
has	image (Greenfoot Image)
has	spaces (possibly 1-D 2-D array)
has	movement paths for P1, P2
has	starting zones for P1, P2
has	goal zones for P1, P2
has-a	Die
Determine die roll value	Die (value 0 to 3 inclus. for ^{type})
Determine which pieces are moveable and where to move	PlayerPieces, Spaces
Update board after move	PlayerPieces, Spaces
Check for re-roll	PlayerPieces, Spaces
Check win condition	PlayerPieces, Spaces
Determine echo die roll	Die (type 6, 0 to 5 inclus.)
Check echo dice result for safe space	PlayerPiece, Space

Player Piece	Superclass: Actor
Responsibilities	Collaborators
has-an	image (GreenfootImage)
has-a	player number (int)
has-a	state, moveable or not (bool)
has-a	location (int)
has-a	target location(s) determined by dice roll (int)
has-a	State, on echo or not (bool)

Space	Superclass: Actor
Responsibilities	Collaborators
has-an	image (GreenfootImage)
has-a	stone or grass for middle
has-a	space number (int)
	state, occupied by crab or not (boolean)
has-a	State, occupied by lobster or not (boolean)
has-a	state, occupied is a safe space or not (boolean)
has-a	State, echo exists or not (boolean)