Malefiz Board Game Domain Model

«Entity» Player

+playerName: string

+startGame()
+playGame()
+throwDice()
+re-roll()
+exitGame()

«Boundary» MalefizBoardGame

+displayDice()
+computeScore()
+checkWinner()
+giveInsructions()

«Entity» Results

+WinnerName: string
+Score: int

«controller» MalefizBoardGameController

«Entity» Computer

+ComputerName

+throwDice()

Die

+diePosition: string

+getPosition()
+getDieValue()

Dice

+die1: Die
+die2: Die
+die3: Die
+die3: Die
+die4: Die
+die5: Die

+getDie()
+setDie()

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