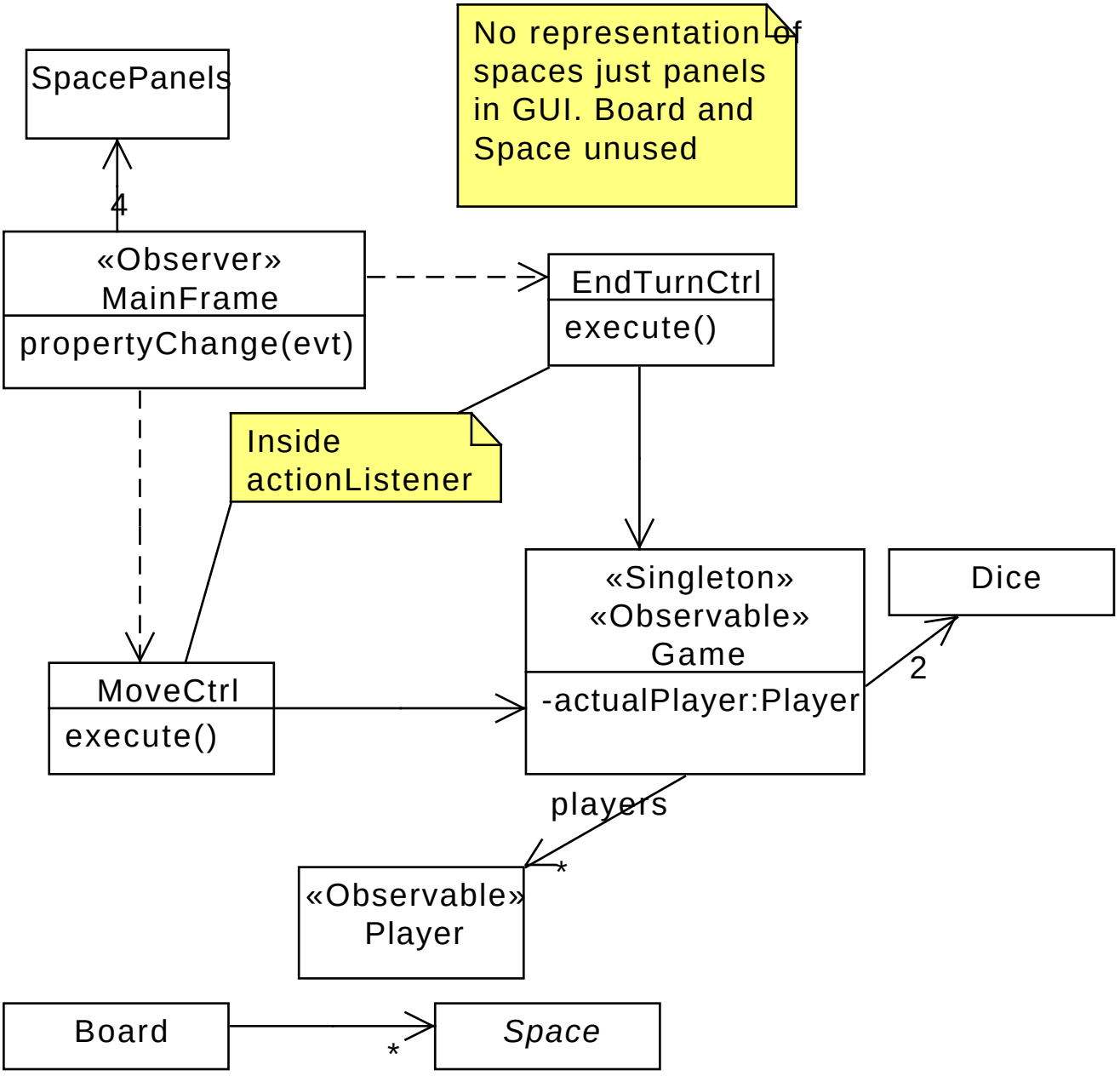
SpacePanels
No representation of spaces just panels in GUI. Board and Space unused
4
«Observer»
MainFrame
propertyChange(evt)
EndTurnCtrl
execute()
Inside actionListener
«Singleton»
«Observable»
Game
-actualPlayer:Player
Dice
2
MoveCtrl
execute()
players
*
«Observable»
Player
Board
*
Space