

Int pair Class - coords

Player Class - ~~String~~ colour, money, rugs left, in/out
edit money, remove rug, out of game

Assum Class - position, direction
rotate, move

Rug Class - colour/player, id, position

Board Class - All rugs, empty spots

~~Game~~ GameState

~~Game~~ Class - players, Assum, Board
place rug

