

In general we decided to split up the classes based on what their responsibilities were and split it from a top down approach. The largest part being the GameController which held attributes needed to operate the game logic. The GameController held all the Players, LocationManager, and TransactionManager. The LocationManager dealt with the whole Board. The Board had rooms, and the rooms had cards and roles. The roles could be occupied by the Players, and as you move higher in the levels the operations could be performed on those that were smaller. By splitting the tasks in this way we are able to minimize the amount of communication between the classes. We wanted to limit the communication to have the loosest possible coupling.