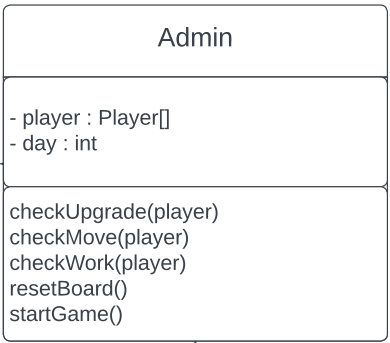
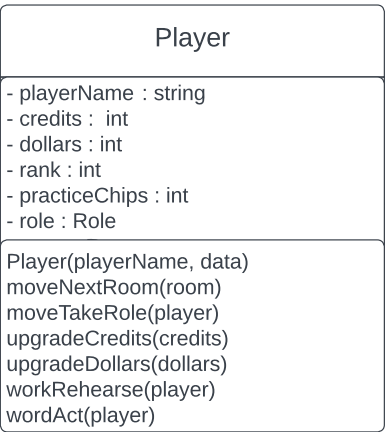
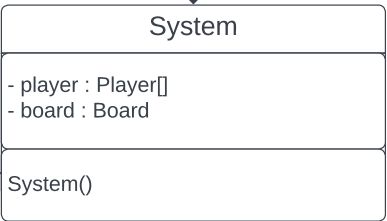


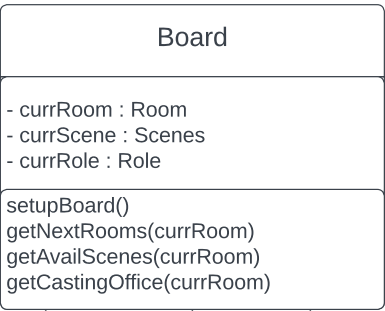
this player class contains all the essential info for the player to start play the board game, and the major actions



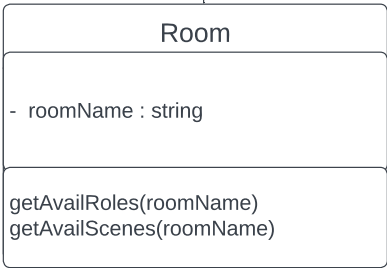
this admin class is responsible for starting the game and check for validity of the player actions



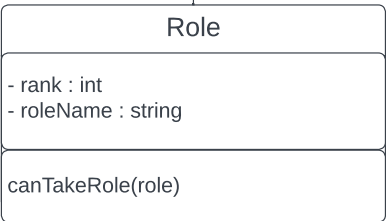
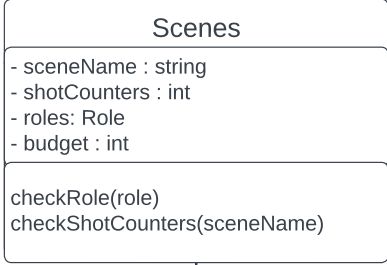
this system acts as a intermediate part to get info from Board class



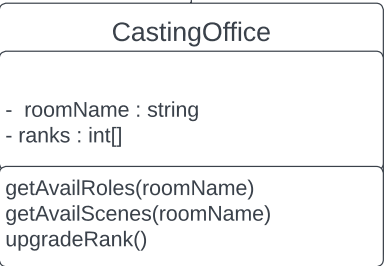
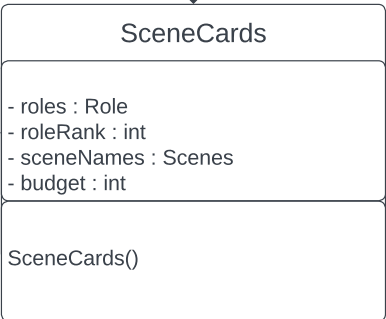
Board class is responsible for updating the info on the board and passing those info to the System class



Room, Scenes and Role classes are responsible for keeping info for a specific set, scene or role



SceneCards class contains fourty scene cards' info



These are the subclasses for room, because sets like CastingOffice don't have roles or scenes

