CRC Cards (Group 1190)

Player (Entity)

Responsibilities:	Collaborators:
- Generate a Player - Store Player position, points, sprite - makeMove (Sets new position of player using Board's makeMove) - getPos - SetPoints - getPoints - toString	Board

Tile (Entity)

Responsibilities:	Collaborators:
- Creates tile - Store Tile transversability, sprite - isTraversable (isTransversable getter) -toString	

Board (Entity)

Responsibilities:	Collaborators:
- Store board, board size - generateBoard (add Tiles) - makeMove (Return updated position after checking relevant Tile) - getSize - toString	Game Tile Player

Renderer (Use Case)

Responsibilities:	Collaborators:
- renderGame (String representation of game)	Game

SystemInOut (Use Case)

Responsibilities:	Collaborators:
- parse (Interprets user input)	

Game (Use Case)

Responsibilities:	Collaborators:
- Store board, player, isRunning - makeMove (move Player - using Player's move and Board's makeMove) - getRunning - setRunning - getPlayerPosition - getPlayerString - getBoardString	Board Player

GameRunner (Controller)

Responsibilities:	Collaborators:
- runGame	Game Renderer SystemInOut