| Class: Board | |
| --- | --- |
| Responsibility | Collaboration |
| Holds and controls the list of rooms on the board<br>Holds and controls the array of cells on the board | Room<br><br>Cell |

| Class: Cell | |
| --- | --- |
| Responsibility | Collaboration |
| Knows which room it (the cell) is a part of<br>Knows if/which character is in it<br>Knows if/which weapon is in it | Room<br>Room<br>Room |

| Class: CharacterCard | |
| --- | --- |
| Responsibility | Collaboration |
| | |

| Class: Game | |
| --- | --- |
| Responsibility | Collaboration |
| Controls the list and setup of players<br>Sets up and keeps track of the cards in the game<br><br>Sets up the board (rooms and cells) | Player<br>WeaponCard<br>CharacterCard<br>RoomCard<br>Room<br>Board |

| Class: Player | |
| --- | --- |
| Responsibility | Collaboration |
| Keeps track of the current cell the player is in<br>Keeps track of which room the player is in<br>Keeps track of which cards the player has | Cell<br>Room<br>Card |

| Class: Room | |
| --- | --- |
| Responsibility | Collaboration |
| Keeps track of the players in this room | Player |

| Class: RoomCard | |
|---|---|
| Responsibility | Collaboration |
| | |

| Class: WeaponCard | |
|---|---|
| Responsibility | Collaboration |
| | |