class Game{

1->3..6 Player players;

1->\* Card cards;

1->1 Board board;

CharacterCard murder;

RoomCard mRoom;

WeaponCard mWeapon;

boolean won;

public int rollDice(){};

}

class Player{

String name;

List<Card> hand;

Boolean lost;

Cell current;

Room room;

public void displayCards(){};

public List<Card> suggest(){};

public List<Card> accuse(){};

public List<Card> refute(){};

public void move(){};

}

interface Card{

}

class CharacterCard{

isA Card;

}

class WeaponCard{

isA Card;

}

class RoomCard{

isA Card;

}

class Board{

1->\*Room rooms;

1->\* Cell cells;

public void draw(){};

}

class Cell{

Room room;

Boolean isOccupied;

Boolean accessible;

String occupier;

int x;

int y;

public void draw(){};

}

class Room{

List<Player> inRoom;

List<String> weapons;

String name;

}