

Game	
<ul style="list-style-type: none"><li>• Deal out items to players</li><li>• Generate envelope</li><li>• Store all items</li><li>• Start game</li><li>• Check win condition</li><li>• Handles Game Over</li></ul>	<ul style="list-style-type: none"><li>• Item</li><li>• Player</li><li>• Envelope</li><li>• Turn</li></ul>

Board	
<ul style="list-style-type: none"><li>• Store character location</li><li>• Store room location</li><li>• Store empty square location</li><li>• Displays board</li></ul>	<ul style="list-style-type: none"><li>• Character</li><li>• Room</li></ul>

Envelope	
<ul style="list-style-type: none"><li>• Stores items</li></ul>	<ul style="list-style-type: none"><li>• Room</li><li>• Character</li><li>• Weapon</li></ul>

Abstract Item	
	Character, Room, Weapon

Turn	
<ul style="list-style-type: none"><li>• Know current player</li><li>• Know current board</li><li>• Know player order</li><li>• Store lost players</li><li>• Skip turns of lost players</li></ul>	<ul style="list-style-type: none"><li>• Player</li><li>• Board</li></ul>

Room		Item
<ul style="list-style-type: none"><li>• Know characters inside it</li><li>• Know own location</li></ul>	<ul style="list-style-type: none"><li>• Character</li><li>• Board</li></ul>	

Character		Item
<ul style="list-style-type: none"><li>• Know location</li><li>• Move</li></ul>	<ul style="list-style-type: none"><li>• Board</li></ul>	

Player	
<ul style="list-style-type: none"><li>• Have many items</li><li>• Has character</li><li>• Rolls dice</li><li>• Make suggestions</li><li>• Make refutations</li><li>• Make accusations</li><li>• Move character token</li></ul>	<ul style="list-style-type: none"><li>• Item</li><li>• Character</li><li>• Die</li><li>• Weapon</li><li>• Room</li><li>• Character</li><li>• Game</li><li>• Item</li></ul>

Weapon		Item
<ul style="list-style-type: none"><li>• Store specific weapon</li></ul>		

Die		
<ul style="list-style-type: none"><li>• Generate a random integer [1, 6]</li></ul>		