



Link to image : <https://photos.app.goo.gl/zDrT6BuP1X1BLV6C8> (Also contained in this git repository)

EXPLANATION:

The driving force behind our decision to structure our classes like we did was to implement MVC to limit coupling between classes and allows the GUI implementation in assignment 3 to be as easy to implement as possible. We also broke up game “items” (board, room, roles, etc) to limit class size. This also increases cohesion since each class only has a limited number of responsibilities, which are group together within it.