Game	
Initialises board and stores an instance of board	Board
Stores all cards in a deck and creates solution from deck	Card
Deals cards to all the players	Card Player
Handles each players turn	Player
Moves player's character token	Player Token Board
Player wins if got accusation right	Player Card

Player	
Player has a hand	Card
Can make and refute suggestions	Card Token Board Game
Make accusations	Game
Keeps track of if it is possible for player to win	
Represents a character token in the game	Token

Board	
Board is made up of tiles and knows location of tiles	Tile
Draws current state of board	Tile Token

Tile	
Stores the symbol to represent the tile in the board	RoomTile HallTile InvalidTile Weapon Player Board
Links HallTile, RoomTile and InvalidTile	HallTile RoomTile InvalidTile

HallTile	
Stores symbol that represents this type of tile	Tile

RoomTile	
Stores symbol that represents this type of tile	Tile

InvalidTile	
Stores symbol that represents this type of tile	Tile

Card	
Links RoomCard, CharacterCard and WeaponCard	RoomCard WeaponCard CharacterCard
Represents one card in a deck	Game
Represents one card in player's hand	Player

RoomCard	
Stores name that represents this type of card	Card

WeaponCard	
Stores name that represents this type of card	Card

CharacterCard	
Stores name that represents this type of card	Card

Token	
Stores which tile the token is located at	Tile

Weapon	
Represents a weapon token in the game	Token