

## CRC cards

Game	
Responsibilities	Collaborations
Starting the game.	
Receiving user input.	Player
Initialising Characters.	Character
Initialising a Board.	Board
Initialising Players.	Player
Initialising Cards.	Cards
Initialising Weapons.	Weapon
Creating a turn order.	Player
Assigning characters to players.	Character, Player
Assigning cards to players.	Card, Player
Selecting murder cards.	Card
Displaying locations.	Board
Handling player guesses.	Player
Handling player refutations.	Player
Handling player movement.	Character
Handling player solutions.	Player, Card
Handling UI of non-Game located methods.	Board
Changing internal fields for children of Item.	Item
Changing internal fields for Classes storing children of Item.	Board
Visually communicating information.	
Running the game until completion.	

Board	
Responsibilities	Collaborations
Initializing Estates	Estate
Initializing WallTiles	WallTile
Initializing GameTiles	GameTile
Initializing EntranceTiles	EntranceTile
Initializing WallTiles labelled to be grey tiles	WallTile
Printing the internal field 'board'.	
Handling visual updates prompted by Game	Game, Tile
Handles check for valid movement.	Tile

WallTile (extends Tile)	
Responsibilities	Collaborations
Visually represent 'X'.	

EntranceTile (extends Tile)	
Responsibilities	Collaborations
Hold exit coordinates.	

GameTile (extends Tile)	
Responsibilities	Collaborations
Draw a stored Tile at stored coordinates.	

Worksheet	
Responsibilities	Collaborations
Print Player's Card object's names.	Card, Player
Print names of Cards shown to Player.	Card, Player

Character (extends Item)	
<b>Responsibilities</b>	<b>Collaborations</b>

Player	
<b>Responsibilities</b>	<b>Collaborations</b>
Stores its list of Cards.	Card
Stores its Character.	Character
Stores its name.	
Stores its Worksheet	Worksheet
Knows if it is eligible to play the game.	
Printing its list of Cards.	Card

Item	
<b>Responsibilities</b>	<b>Collaborations</b>
Knows its name.	
Has a string output / display icon associated with it.	
Knows its coordinates.	
Knows which estate it is in.	Estate

Card	
<b>Responsibilities</b>	<b>Collaborations</b>
Knows who its owner is.	Player
Knows its name.	
Knows what type it is.	
Knows whether it is one of the murder circumstances.	

Weapon (extends Item)	
<b>Responsibilities</b>	<b>Collaborations</b>

Tile	
<b>Responsibilities</b>	<b>Collaborations</b>
Stores its own coordinates.	
Has a string output / display icon associated with it.	

Estate	
<b>Responsibilities</b>	<b>Collaborations</b>