Victory	
• Hold data pertaining to victory condition	• Game • Player

Player	
• Hold data about a player	• Game • Victory

Piece	
• Hold data pertaining to a piece on the board	• Board • Game

Board Observable	
• Keep track of board state, such as piece positions • Determine if a given winning pattern appears on the board • Inform other classes on what columns are available to new pieces	• Game • Piece

Game	
• Manipulate the board according to player requests • Determine what's the winning condition for each player • Determine what piece categories exist • Inform the Controller when a player has won the game	• Board • Piece • Player • Victory

OttoNToot	Game
• Hold the rules for the game Otto and Toot	• Game • Board • Piece • Player • Victory

Connect4	Game
• Hold the rules for the game Connect4	• Game • Board • Piece • Player • Victory