

Victory

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| <ul style="list-style-type: none">• Hold data pertaining to victory condition | <ul style="list-style-type: none">• Game• Player |
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Player

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| <ul style="list-style-type: none">• Hold data about a player | <ul style="list-style-type: none">• Game• Victory |
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Piece

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| <ul style="list-style-type: none">• Hold data pertaining to a piece on the board | <ul style="list-style-type: none">• Board• Game |
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Board

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| <ul style="list-style-type: none">• 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 | <ul style="list-style-type: none">• Game• Piece |
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Game

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| <ul style="list-style-type: none">• 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 | <ul style="list-style-type: none">• Board• Piece• Player• Victory |
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OttoNToot		Game
<ul style="list-style-type: none">• Hold the rules for the game Otto and Toot	<ul style="list-style-type: none">• Game• Board• Piece• Player• Victory	

Connect4		Game
<ul style="list-style-type: none">• Hold the rules for the game Connect4	<ul style="list-style-type: none">• Game• Board• Piece• Player• Victory	