

Game	
<ul style="list-style-type: none"><li>• Store board</li><li>• Store players</li><li>• Store cards</li><li>• Set up game</li><li>• Run game turn-by-turn</li><li>• Take player input</li><li>• Decides when game is won</li></ul>	<ul style="list-style-type: none"><li>• Board</li><li>• Player</li><li>• WeaponCard/PlayerCard/LocationCard</li><li>• Card, Board, Player</li><li>• Board, Player, Guess, Card</li></ul>

Board	
<ul style="list-style-type: none"><li>• Store Square collection</li><li>• Build board</li><li>• Move players</li><li>• Draw Board to console</li></ul>	<ul style="list-style-type: none"><li>• Square</li><li>• Square</li><li>• Player</li></ul>

Square	
<ul style="list-style-type: none"><li>• Contain player location</li><li>• Hold square information (access, room name)</li></ul>	<ul style="list-style-type: none"><li>• Player</li></ul>

Player	
<ul style="list-style-type: none"><li>• Contain player hand</li><li>• Track whether solve has been made (successfully or not)</li><li>• Store player name</li><li>• Store character</li><li>• Store if player is computer or human</li><li>• Store player location</li></ul>	<ul style="list-style-type: none"><li>• Card</li><li>• Guess</li></ul>

Abstract	
<div>Card</div> <div>WeaponCard, LocationCard, PlayerCard</div>	
<ul style="list-style-type: none"><li>• Store which player is holding the card</li><li>• Store card 'value' (e.g. character name)</li></ul>	<ul style="list-style-type: none"><li>• Player</li></ul>

Guess	
<ul style="list-style-type: none"><li>• Store cards in guess</li><li>• Know whether player is guessing or solving</li></ul>	<ul style="list-style-type: none"><li>• Card</li><li>• Game</li></ul>