There is medium cohesion as the Player, Part, Scene and Shot class highly interact with eachother however Gsystem and Location manager do not interact as much with Part, Scene, and Shot. But Gsystem has-a LocationManager and thus there is a relationship between those classes and every class interacts with player.

Player utilizes Part, Scene, and Shot to fulfill actions for each player and then the LocationManager is able to deal with each player and then the Gsystem uses the data from LocationManager to allow the game to be playable to players. Essentially, the LocationManager is the controller, the Gsystem is the view, and the Player, Part, Scene, and Shot are the Controllers.