Board

Responsibilities	Collaborators
Game loop	GameCharacter
Board layout creation	Weapon
	BoardTile
	Player
	Room
	GameObject

Player

Responsibilities	Collaborators
The person playing object	BoardTile
	GameCharacter
	GameObject

BoardTile

Responsibilities	Collaborators
Area defined on the board	Room
	GameObject

Room

Responsibilities	Collaborators
Store number of players and weapons	GameObject
Passage to another room	