**GuildKeeper.py**

Guild:

This class will encapsulate all the branches of what is essential to allow a guild to function. This is the central entity that governs over the Members, along with everything associated with assets.

The Guild has-a Treasury, Enterprise, Republic, and Member(s).

Treasury:

A Treasury object will hold all the financial data that is associated with its composite object. Both a Guild, and Business have-a Treasury object associated with them.

A Treasury will have a record of:

* Debt
* Banking information

Business

Enterprise

Republic

The Republic class is an encapsulation of the governing body of the Guild. Issues are decided and held within a Republic object. Each Guild has a republic

Issue

Aggregation = has-a

Composition = part-of