Clue

- Provides user with output/input
- Knows cards
- Knows board
- Knows game loop

Abstract
Card

- Has a name
- Has a description
- Has a 1 char look

Card
ClueCharacter

- Knows its order of play
- Knows the player controlling it

- Player

Dice

- Can roll a 6 sided die

Card
Impassable

- Represents a blank space

Pair	
- Contains a first value - Contains a second value	

Player	
- Contains a character it is controlling - Has a hand of cards - Knows the room its in - Knows the room it was in - Knows if it can play	- ClueCharacter

Room	Card
- Knows the player in the room - Knows the player suggested to be in room - Knows the weapon in room - Knows the weapon suggested in room - Knows the location of the room	

Suggestion	
- Knows the weapon - Knows the character - Knows the room	

Weapon	
	Card
• Knows the room its in	