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| **Game** | |
| * New board is made * Gets input for a players turn and executes what the player has chosen * Moves players * Each player’s deck is setup * Players make refutations and final guess | * Board * Player * Player * Card, Player * CharacterCard, EstateCard, WeaponCard |

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| **Board** | |
| * Sets up positions of players, estates, and weapons * Knows positions and status of players * Knows position and status of estates * Knows position and status of weapons | * Cell * Player, PlayerCell * Estate, EstateCell * Weapon, WeaponCell |

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| **Player** Move | |
| * Knows position of itself * Moves * Can move in and out of estates | * Board * Move * Move, Estate |

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| **Weapon** | |
| * Knows position of itself * Moves * Can be moved around estates | * Board * Player * Player, Estate |

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| **Estate** | |
| * Knows position of itself and everything inside | * Board |

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| **Cell** | |
| * Cells on the Board | * Board |

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| **Card** | |
| * Cards in the Players Deck | * Player |