CRC Cards

Class: Role
a role for a player in Bang!

Responsibilities	Player
do:	
- determine victory condition	
- determine AI behavior	
Knows:	
- Victory cond	
- role Type	
- Visibility	

Class: Character
a character for a player in Bang!

Responsibilities	Player
do:	
- determine Special Ability	
Knows:	
- max HP	
- char Name	

Class: Player
a player in Bang!

Responsibilities	Character, Game, Role, GUI, Bot
do:	
- take Turn	
- Roll Dice	
- decide dice Result	
Knows:	
- dice result	
- current HP	
- character	
- role	
- arrows in pile	
- arrows on each char	

Class: Dice
dice for rolling in Bang!

Responsibilities	Game
do: - show face values	
Knows: - face Values	

Class: Game
runs the game of Bang!

Responsibilities	GUI, Player, Dice
do:	
- determines active player	
- manages arrows	
- deals damage	
- heals players	
- interprets rolls	
- counts rolls	
- checks victory conditions	
- constructs players	
Knows:	
player HP	
arrow count	
player roles	
rolls	
player character	

GUI
Graphic user-Interface for Bang!

Responsibilities	game, Player
do:	
- display information to the user	
- accept input from user	
Knows:	
Player stats	
dice values	
Player roles	
arrows in pile	
arrows on players	
Player characters	
win state	

Class: bot
bots for controlling NPC's in Bang!

Responsibilities	Player, GUI
do:	
- control NPCs	
Know:	
- player role - player character	
- play HP - arrow count	