

Game	
Decides solution	CharacterCard, WeaponCard, RoomCard, CardTriplet
Know Players	Player, CharacterCard
Deals Cards to Players	Card
Rolls dice for each turn	
Handles each Player's turn	Player
Keeps track of game status (win/lose)	Player
Stores state of Board	Board
Move Player	Player, Board, Cell, Position, Room
Suggest a CardTriplet	Player, CardTriplet
Refute a CardTriplet	Player, CardTriplet
Accuse a CardTriplet	Player, CardTriplet

<<interface>> Card		WeaponCard, CharacterCard, RoomCard
Knows name		
Knows code on board		

<<enumeration>> WeaponCard		Card
Converts user input to an enum member		
Knows which room and cell it's in	Room, Cell	

<<enumeration>> CharacterCard		Card
Converts user input to an enum member		
Knows how it is coloured in output		
Knows where each character is initially positioned on the board	Position	
Knows which Cell each character is on	Cell	

<<enumeration>> RoomCard		Card
Converts user input to an enum member		

CardTriplet		
Holds weapon	WeaponCard	
Holds character	CharacterCard	
Holds room	RoomCard	

Board		
Aggregate Cells	Cell	
Knows where Players are	Player	
Knows where Rooms are	Room	

Player		
Knows which character it plays	CharacterCard	
Knows which Cell it's in	Cell	
Aggregates Cards on hand	Card	
Knows if excluded from rest of game		

Cell		
Knows Position on the board	Position	
Knows which directions can be travelled from said Cell	Cell.Direction	
Knows which Room it belongs to	Room	
Knows which item currently occupies it	Card	

<<enumeration>> Cell.Direction		
Converts user input to an enum member		

Position	
Knows its row on board	
Knows its column on board	

Room	
Knows what RoomCard pertains to it	RoomCard
Knows the type of room (Door, Hallway, none)	
Aggregates Cells comprising of room	Cell
Knows items placed in room	Card
Places given item in room	Card