

Board	Collaborators
<ul style="list-style-type: none">• Build a grid of squares• Squares may or may not contain pieces• Print board	<ul style="list-style-type: none">• Square• Piece

ButtonListener	Collaborators
<ul style="list-style-type: none">• Contains information about the button's location• Performs an action	<ul style="list-style-type: none">• GameController

Command	Collaborators
<ul style="list-style-type: none">• Holds information about command inputted by user• Parts of the command can be retrieved as needed	<ul style="list-style-type: none">• Game

CommandWord	Collaborators
<ul style="list-style-type: none">• Contains valid words that user can input as part of their command	<ul style="list-style-type: none">• Game

Parser	Collaborators
<ul style="list-style-type: none">• Reads user input• Interprets input as a command• Contains a set of known command words	<ul style="list-style-type: none">• CommandWord• Command• Game

Game	Collaborators
<ul style="list-style-type: none">• The model of the game• Creates and sets up new board• Keeps track of state of the game• Allows user to play the game• Validates path of piece that user wants to move	<ul style="list-style-type: none">• Parser• Board• Piece• Command• Fox• Rabbit• Mushroom• JumpInMVC

Fox	Collaborators
<ul style="list-style-type: none">• Contains information about the fox (direction it moves, if it's a head or tail, it's current coordinates)• Validates the direction of the move that the user want	<ul style="list-style-type: none">• Game• Piece

GameController	Collaborators
<ul style="list-style-type: none">• Updates model based on user's interactions with the view• Updates view with current model	<ul style="list-style-type: none">• Game• GameView• Command• ButtonListener• JumpInMVC

GameView	Collaborators
<ul style="list-style-type: none">• Outputs a GUI of the game board• Updates the board based on where pieces have moved	<ul style="list-style-type: none">• Game• JumpInMVC

JumpInMVC	Collaborators
<ul style="list-style-type: none">• Main program that allows GUI and user to interact	<ul style="list-style-type: none">• Game• GameView• GameController

Piece	Collaborators
<ul style="list-style-type: none">• Contains information regarding pieces on the board (name, position, type)	<ul style="list-style-type: none">• Game• Board• GameView• Mushroom• Fox• Rabbit• Square

Rabbit	Collaborators
<ul style="list-style-type: none">• Contains information about the rabbit (it's current coordinates)• Validates the direction of the move that the user wants	<ul style="list-style-type: none">• Game• Piece

Square	Collaborators
<ul style="list-style-type: none">• Can be empty or contain a piece	<ul style="list-style-type: none">• Board• Piece

Mushroom	Collaborators
<ul style="list-style-type: none">• Prevents user from moving it	<ul style="list-style-type: none">• Piece• Game