

Abstract	<b>Card</b>	Object CharacterCard, RoomCard, WeaponCard
<ul style="list-style-type: none"><li>Contains name of card</li></ul>	<ul style="list-style-type: none"><li>String</li></ul>	

CharacterCard		Card
<ul style="list-style-type: none"><li>Stores name of character in super</li></ul>	<ul style="list-style-type: none"><li>String</li></ul>	

WeaponCard		Card
<ul style="list-style-type: none"><li>Stores name of weapon in super</li></ul>	<ul style="list-style-type: none"><li>String</li></ul>	

RoomCard		Card
<ul style="list-style-type: none"><li>• Store name of Room in super</li></ul>	<ul style="list-style-type: none"><li>• String</li></ul>	

Abstract	Cell	Object FloorCell, DoorCell
<ul style="list-style-type: none"><li>• Contains room information</li><li>• Contains player information</li><li>• Contains weapon information</li><li>• Stores Location of Cell</li></ul>	<ul style="list-style-type: none"><li>• Room</li><li>• Player</li><li>• Weapon</li><li>• Location</li></ul>	

	<b>FloorCell</b>	Cell

DoorCell		Cell
<ul style="list-style-type: none"> <li>• Know direction to be entered</li> <li>• Know location entered from</li> </ul>	<ul style="list-style-type: none"> <li>• Direction</li> <li>• Location</li> </ul>	

Envelope		Object
<ul style="list-style-type: none"> <li>• Store a WeaponCard</li> <li>• Store a CharacterCard</li> <li>• Store a RoomCard</li> </ul>	<ul style="list-style-type: none"> <li>• WeaponCard</li> <li>• CharacterCard</li> <li>• RoomCard</li> </ul>	

Accusation		Object
<ul style="list-style-type: none"> <li>• Store a WeaponCard</li> <li>• Store a CharacterCard</li> <li>• Store a RoomCard</li> <li>• Check if accusation is correct</li> </ul>	<ul style="list-style-type: none"> <li>• WeaponCard</li> <li>• CharacterCard</li> <li>• RoomCard</li> <li>• Envelope</li> </ul>	

Suggestion		Object
<ul style="list-style-type: none"> <li>• Store a WeaponCard</li> <li>• Store a CharacterCard</li> <li>• Store a RoomCard</li> </ul>	<ul style="list-style-type: none"> <li>• WeaponCard</li> <li>• CharacterCard</li> <li>• RoomCard</li> </ul>	

Player		Object
<ul style="list-style-type: none"> <li>• Store locations traveled this turn</li> <li>• Store Player's hand</li> <li>• Store Players Location</li> <li>• Make Suggestion</li> </ul>	<ul style="list-style-type: none"> <li>• Location</li> <li>• Hand</li> <li>• Location</li> <li>• Suggestion</li> </ul>	

Hand		Object
<ul style="list-style-type: none"><li>Storing cards of Player</li></ul>	<ul style="list-style-type: none"><li>Card</li></ul>	

Board		Object
<ul style="list-style-type: none"><li>Builds board</li><li>Displays board</li><li>Moving Player</li><li>Moving Player to room</li><li>Moving Weapon to room</li><li>Check valid move</li></ul>	<ul style="list-style-type: none"><li>Players</li><li>Board</li><li>Direction</li><li>Player</li><li>String</li><li>Location</li></ul>	

Location		Object
<ul style="list-style-type: none"><li>knows position</li></ul>	<ul style="list-style-type: none"><li>Coordinate</li></ul>	

Cluedo		Object
<ul style="list-style-type: none"><li>Storing Players</li><li>Storing Board</li><li>Running Accusation</li><li>Running Suggestion</li><li>Dealing cards</li><li>Getting number of players and their names</li></ul>	<ul style="list-style-type: none"><li>Player</li><li>Board</li><li>Accusation</li><li>Suggestion</li><li>Card</li><li>Player</li></ul>	