Board	
● Location on board	● Tile
● Status of board	● Game

Player	
● Murder guess made by player	● Accusations
● 0 or more weapon cards randomly assigned to players hand	● WeaponCard
● 0 or more character cards randomly assigned to players hand	● CharacterCard
● Exact location of player on board	● Tile
● 0 or more room cards randomly assigned to players hand	● RoomCard

Cards	
● Weapon cards implement the functionality of the cards	● WeaponCard
● Character cards implement the functionality of the cards	● CharacterCard
● Room cards implement the functionality of the cards	● RoomCard

Accusation	
● Accusation made by player	● Player
● Accusation made in the game	● Game

Tile	
● Tiles of the board	● Board
● Exact location of the players on the board	● Player

Game	
● Status of the board	● Board
● Status of all 9 rooms in the game	● Rooms
● Assumptions made by players	● Accusation
● One room card stored in the game class as the murder circumstance card for the game.	● RoomCard
● One character card stored in the game class as the murder circumstance card for the game.	● CharacterCard
● One weapon card stored in the game class as the murder circumstance card for the game.	● WeaponCard

Rooms	
● Status of the room in the game (the weapon and character currently in the room)	● Game

WeaponCard	
● One weapon as the murder circumstances for the game	● Game
● The player holding 0 or more weapon cards	● Player
● Weapon cards extends Card abstract class	● Cards

CharacterCard	
● One character as the murder circumstances for the game	● Game
● The player holding 0 or more character cards	● Player
● Character cards extends Card abstract class	● Cards

RoomCard	
● One room as the murder circumstances for the game	● Game
● The player holding 0 or more room cards	● Player
● Room cards extends Card abstract class	● Cards