Tokens

● Contains token value	● Board ● Player

Player

● Creates tokens for themselves.
● Hold player specific data
    Win conditions
    Name
	● Tokens
	● Game

Menu

● Handles option selections then passes to Game	● Game

Board

● Contains tokens ● Access Elements ● Insert new tokens ● Track neighbouring tokens ● Notifies Board_View of updates	● Game ● Tokens ● Board_View

Board_View

● Observer of Board	● Board

Game

● Controls which player's turn it is. ● Determines if a win condition has been met.	● Board ● Player