GAME	
setup()	Board, Player
turn() // execute all steps necessary for a player to have a turn	Player
draw()	Board

BOARD	
toString	Cell
getAvaliableNeighbours	Direction, Cell
getNeighbourCell	Direction, Cell
moveEntity	Cell, Entity

CELL	
setEntity	Entity
getChars	Entity

ENTITY	
moveTo	Cell

PLAYER	
accuse	Game, Entity

suggest	Room, Game, Card
move(int nSteps) // movement	Entity, Cell
hasCard // if you have one of 3 cards	Card

ROOM	
getFreeCell // moving a player or weapon to this room will move to a free cell	RoomCell
GetExits	RoomEntranceCell