

GAME	
setup	Board, Player
draw	Board
checkAccusation	Card
checkSuggestion	Card, Player

BOARD	
toString	Cell
getAvaliableNeighbours	Direction, Cell
getNeighbourCell	Direction, Cell

CELL	
setEntity	Entity
getChars	Entity

ENTITY	
moveTo	Cell

SUSPECT	
move(direction)	Cell, Board, Direction
exitRoom(room entrance)	Room, RoomEntranceCell
enterRoom(room)	Cell, Room

PLAYER	
accuse	Game, Entity
suggest	Room, Game, Card
move(int nSteps) // movement	Entity, Cell
hasCard // if you have one of 3 cards	Card
turn // entire turn in one method	Game, etc.

ROOM	
getAvailableCell // moving a player or weapon to this room will move to a free cell	RoomEntityCell
getRoomEntrances	RoomEntranceCell