

Main Menu GUI			Game GUI			In-game Menu GUI	
Responsibilities	Collaborations		Responsibilities	Collaborations		Responsibilities	Collaborations
Go to game	Game GUI		Display objects	General Objects		Go back to game	Game GUI
Display rules			Display movable character	General Objects		Go back to main menu	Main menu GUI
Settings			Adjust game settings	Ingame menu GUI		Adjust block colors	General Objects
Exit			Continuously update the state of the objects			Get hints for the levels	
			Keep track of the interactions between objects	General Objects		Restart the game	Game GUI
Main Menu			General Objects				
Responsibilities	Collaborations		Responsibilities	Collaborations			
Control transitions between GUIs	Game GUI Main Menu In-game GUI		Have a location				
			Move around the board				
			Stores an image				
			Get color				