Card
- name : String
- heldBy : Player
- seenBy : ArrayList<Player>
+ showTo(Player : player)
+ toString()

Loc
- room : Room
- x : int
- y : int
Operation
Operation

Char
- abbr : String
- color : String
Operation
Operation

Room
Attribute
Attribute
Operation
Operation

Weapon
- location : Room
Operation
Operation

Board
- rooms : ArrayList<Room>
+ createBoard(w : int, h : int)
+ addToBoard(lst : ArrayList<?>)
+ fillBoard()

Suggestion
- who : Char
- what : Weapon
- where : Room
- byWhom : Player
- whoCantShow : ArrayList<Player>
- whoShows : Player
Operation
Operation

Player
- name : String
- character : Char
- order : int
- location : Loc
+ diceRoll() : int
+ move(spaces : int, destination : Loc) : void
+ makeSuggestion() :
+ showCard(Card : card, Player : player) : void