

Game

- run the game
- draw the board
- set the number of players
- distribute cards to players
- control guess
- solve attempt
- handle murder cards
- know game status
- game input and output
- initial a new game

- Board
- Board
- Player
- Card
- Player
- Player
- Card

Board

- aggregate position
- know cards position
- move Character
- move weapon
- know the board information

- Position
- Card
- Character
- Weapon

Player	
<ul style="list-style-type: none">• know cards on hand• know whether could win	<ul style="list-style-type: none">• Card• Game

Card	
<ul style="list-style-type: none">• knows the content of each card	

Estate	
<ul style="list-style-type: none">• knows its position	<ul style="list-style-type: none">• position

Character	
<ul style="list-style-type: none">• knows its position	<ul style="list-style-type: none">• Position

Weapon

- knows its position

- Position

Position

- knows position

- coordinate