

HobbyDetectives

- Selects character, weapon, and estate for murder
- Randomly distributes cards
- Runs main game loop
- Eliminates characters
- Checks if players moves are valid
- Moves players around on the board
- Displays game in text form to console
- Checks if the game has been won

- Card
- Die
- Player
- Square

Square

- Has for possible walls
- Is possibly part of an estate

- Wall
- Estate

Player

ComputerPlayer

- Has a state (PLAYING, ELIMINATED)
- Has a name
- Is on a square
- May be in an estate
- Has a hand of cards
- Reveal a card to another player asking or refute
- Choose where to move
- Make a solve attempt
- Make a guess

- Square
- Estate
- Card

ComputerPlayer

Player

- Decided what to do for it's move

Estate	
<ul style="list-style-type: none"> Has a name Knows which player and which weapon is in it Knows which squares it takes up 	<ul style="list-style-type: none"> Square Weapon Player

Wall	
<ul style="list-style-type: none"> Has direction 	

Interface	Card	EstateCard, PlayerCard, WeaponCard
<ul style="list-style-type: none"> Has a name 		

Die	
<ul style="list-style-type: none"> Rolls to give random number from 1-6 	