

## HobbyDetectives

- Selects character, weapon, and estate for solution
- Randomly distributes cards
- Manages turns for players
- Displays game in text form to console
- Checks if the game has been won

- Card
- Die
- Player
- Square

## Square

- Has four walls
- Is possibly part of an estate

- Wall
- Estate

## Player

- Has a state (PLAYING, ELIMINATED)
- Has a name
- Has a hand of cards
- Reveals a card to another player
- Chooses where to move
- Makes a solve attempt
- Makes a guess

- Square
- Estate
- Card

## Character

- Moves around the board
- Checks if players' moves are valid
- Can be eliminated
- Is on a square
- Is possibly in an estate

- Player
- Square
- Estate

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

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

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

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