HobbyDectective

• 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

- Has a name - Knows which player and which weapon is in it - Knows which squares it takes up	- Square - Weapon - Player

Wall

Has direction	

Interface

Card

EstateCard, PlayerCard, WeaponCard

Has a name	

Die

Rolls to give random number from 1-6	