

Player	
<ul style="list-style-type: none"><li>Has a character card</li><li>Belongs to a board</li><li>Knows tile they're on</li><li>Has a hand of cards</li></ul>	<ul style="list-style-type: none"><li>CharacterCard</li><li>Board</li><li>Tile</li><li>Card</li></ul>

Board	
<ul style="list-style-type: none"><li>Contains board tiles</li><li>Knows player starting positions</li><li>Knows room entrance locations</li></ul>	<ul style="list-style-type: none"><li>Tile</li><li>Position</li><li>Position</li></ul>

Game	
<ul style="list-style-type: none"><li>Runs on a board</li><li>Knows the solution</li><li>Sets up players</li><li>Sets up/deals cards</li><li>Processes player turns</li></ul>	<ul style="list-style-type: none"><li>Board</li><li>Hypothesis</li><li>Player</li><li>Card</li><li>Move</li></ul>

Action	
Move, Suggestion, Refute, Accusation	
<ul style="list-style-type: none"><li>Teleports player</li></ul>	<ul style="list-style-type: none"><li>Player</li></ul>

Move	
Action	
<ul style="list-style-type: none"><li>Knows board to move on</li><li>Knows player to move</li><li>Moves player</li></ul>	<ul style="list-style-type: none"><li>Board</li><li>Player</li><li>Tile</li></ul>

Suggestion	
Action	
<ul style="list-style-type: none"><li>Knows player making suggestion</li><li>Creates hypotheses</li></ul>	<ul style="list-style-type: none"><li>Player</li><li>Hypothesis</li></ul>

Refute	
Action	
<ul style="list-style-type: none"><li>Knows refuting player</li><li>Knows active suggestion</li><li>Refutes suggestions</li></ul>	<ul style="list-style-type: none"><li>Player</li><li>Hypothesis</li><li>Card</li></ul>

Accusation	
Action	
<ul style="list-style-type: none"><li>Knows player making accusation</li><li>Knows solution</li><li>Knows unrefuted suggestions</li></ul>	<ul style="list-style-type: none"><li>Player</li><li>Hypothesis</li><li>Hypothesis</li></ul>

Tile	
InaccessibleTile (RoomTile), AccessibleTile (HallwayTile, EntranceTile)	
<ul style="list-style-type: none"><li>Knows position</li><li>Knows occupying player</li></ul>	<ul style="list-style-type: none"><li>Position</li><li>Player</li></ul>

Card	
Interface CharacterCard, RoomCard, WeaponCard	
<ul style="list-style-type: none"><li>Knows object represented</li></ul>	<ul style="list-style-type: none"><li>Enum</li></ul>