

CRC - Nine Box

PlayArea	
<i>Responsibilities</i>	<i>Collaborators</i>
Initialize Game Engine Draw Boxes Initialize Event Handler Show Moves Count	Box GameEngine EventHandler

GameEngine	
<i>Responsibilities</i>	<i>Collaborators</i>
Check Valid Moves Check Winning Status Make Moves Generate Random Boxes Count Moves	Box PlayArea PlayerData

Box	
<i>Responsibilities</i>	<i>Collaborators</i>
House a unique number	PlayArea GameEngine EventHandler

EventHandler	
<i>Responsibilities</i>	<i>Collaborators</i>
Call the appropriate function on an action	Box GameEngine

ScoreView	
<i>Responsibilities</i>	<i>Collaborators</i>
Show All the Scores of the User	MainView

MainView	
<i>Responsibilities</i>	<i>Collaborators</i>
Start a Game Show ScoreView	PlayArea ScoreView

PlayerData	
<i>Responsibilities</i>	<i>Collaborators</i>
Stores all Player's Data	ScoreView GameEngine