

CRC - Nine Box

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

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

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

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