

Game	
<ul style="list-style-type: none"> • setup and initializes • random select murder cards (i.e. solution) • hand out remaining cards evenly • know the status of the game 	<ul style="list-style-type: none"> • Board, Player • Player, Card • Card • Board

Board	
<ul style="list-style-type: none"> • Aggregate the location of Cells • Move Players • draw the game map of the board • check accusation • check suggestion 	<ul style="list-style-type: none"> • Cell • Cell, Player • Cell, GUI • Card • Card, Player

Player	
<ul style="list-style-type: none"> • knows position • knows the nick name of each player • knows the name of Character • accuse • suggest • know cards that is in hand 	<ul style="list-style-type: none"> • Location • String • String • Game, Player, Card • Room, Game, Card • Card

Card	
<ul style="list-style-type: none"> • Know name • Know type • know the owener 	<ul style="list-style-type: none"> • String • Player, Weapon, Room • Player

Room	
<ul style="list-style-type: none"> • Knows name • Knows Player inside room • Knows Weapon inside room • know number of cells that is part of Room 	<ul style="list-style-type: none"> • String • Player • Weapon • Cell

Cell		RoomEntranceCell
<ul style="list-style-type: none"> • Knows positions • Knows type 	<ul style="list-style-type: none"> • Coordinate • Player, Room, Weapon, RoomEntranceCell 	

RoomEntranceCell		Cell
<ul style="list-style-type: none">• Knows RoomEntranceCell Position• Know WalkwayEntranceCell Position	<ul style="list-style-type: none">• Coordinate, Cell• Coordinate, Cell	

Weapon		
<ul style="list-style-type: none">• knows positions• knows the name of Weapon	<ul style="list-style-type: none">• Location• String	