

Cluedo	
Dictate game logic	Board UserInterface Player Tile Card CardTuple Dice
Initialize Cards	Card

Board	
Represent board Load board	Tile Room
Initializes weapons, players, rooms	Weapon Player Room
Regulates board movements	Tile Player

UserInterface	
Draw board	Board Tile Player
Communicate information with real world player	Cluedo Board Player Card Tile Room
Creates accusations and rumours	Card CardTuple Room Player Cluedo

Player	
Represent player on board	Tile Room

Tile	
Represent location on Board	Board

CardTuple	
Represent solution and accusations/rumours	Cluedo Card Player UserInterface Room

Room	
Tracks weapons	Weapon Cluedo
Holds entrances, exits, secret passages	Tile