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The original class diagram included the Scene class (interface), Day class, Player class, Room class, Film class, CastingOffice class, Trailer class, Roles class (interface), and Scene class. In the final implementation of Deadwood, all of the classes in the original class diagram were needed. There were additional classes added as well, such as the Bank class, MainStreet class, Hotel class, Saloon class, Trailer class, Production class, and Scene classes for all 40 scenes in the game cards. It was excessive to have a separate class for all 40 scenes in Deadwood, but it was effective with the random scene generator implementation. Bank class, MainStreet class, Hotel class, Saloon class, Trailer class, and Production class were added because each of these rooms have different attributes involved, so it made sense to have separate classes for each of the rooms.

