

Board		Player	
<ul style="list-style-type: none"> - stores and updates the 2D array which represents the playing board - places players in their correct positions - handles player movement 	Player Tile Hall Room Door Warp	<ul style="list-style-type: none"> - stores movement - stores necessary cards 	Card Tile Game
Game		UI	
<ul style="list-style-type: none"> - Creates and distributes the cards, storing solution - Holds logic for player actions and rounds - Handles suggestions - Handles accusations - Controls board - Knows when Game is finished 	Card Player Board WeaponCard CharacterCard RoomCard	<ul style="list-style-type: none"> - interacts with user until game's end - prints board 	Player Game Card Tile

Door

- Has a direction it can be entered through
- Places a player into a room

Player
Room
Tile

Tile

- Determines whether a player can move to another tile
- Stores a player

Player
Tile

Card

- Stores a value
- Shows value

Game
Player
UI

Room

- Keeps track of the objects within it, holding players and weapons
- Contains doors

Game
Player
Door