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| **Card** | |
| Can represent Weapon cards | Card.Weapon(enum) |
| Can represent Room cards | Card.Room (enum) |
| Can represent Character cards | Card.Character (enum) |

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| **Game** | |
| Processes player movement request | Player |
|  | Board |
| Stores solution to the mystery | Card.Character |
|  | Card.Room |
|  | Card.Weapon |
| Processes player turns | Player |

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| **Board** | |
| Features Rooms | Room |
| Features Doors to Rooms | Door |
| All Character pieces move here | Character |
| All Weapons reside here | Weapon |

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| **Room** | |
| Characters pieces are placed here | Character |
| Weapons pieces are placed here | Weapon |

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| **Player** | |
| Has a Character piece. | Character |
| Knows which characters are not in the solution | Card.Character |
| Knows which weapons are not in the solution | Card.Weapon |
| Knows which rooms are not in the solution | Card.Room |

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| **Character** | |
| Is a piece on the Board | Implements Piece |

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| **Door** | |
| Interface between Rooms and the rest of Board | Room |
|  | Board |

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| **Piece (interface)** | |
| No defining features. |  |

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| **Weapon** | |
| Is a piece on the Board | Implements Piece |