

Board	
Responsibilities	Collaborators
<ul style="list-style-type: none"> Initializes spaces on board Initializes pawns on board 	<ul style="list-style-type: none"> Space Pawn GameManager

Pawn	
Responsibilities	Collaborators
<ul style="list-style-type: none"> Stores information of pawns Basic logic of pawns 	<ul style="list-style-type: none"> Board Player

Card	
Responsibilities	Collaborators
<ul style="list-style-type: none"> Encapsulates a Sorry card with a value 	<ul style="list-style-type: none"> Deck Player

Deck	
Responsibilities	Collaborators
<ul style="list-style-type: none"> Shuffle Deck Draw a card 	<ul style="list-style-type: none"> GameManager Player

Space	
Responsibilities	Collaborators
<ul style="list-style-type: none"> Contains enum values for different space types Assigns value to space 	<ul style="list-style-type: none"> Board

Game Manager	
Responsibilities	Collaborators
<ul style="list-style-type: none"> Runs game Overall game logic 	<ul style="list-style-type: none"> Board Deck Player

Player	
Responsibilities	Collaborators
<ul style="list-style-type: none"> Contains most of the logic of the game Simulates turn taking 	<ul style="list-style-type: none"> GameManager BoardPawnIndexConverter (Interface) Pawn BlueConverter, GreenConverter, RedConverter, YellowConverter Card Board

SorryController	
Responsibilities	Collaborators
<ul style="list-style-type: none"> Controls user interface logic and visuals 	<ul style="list-style-type: none"> GameManager SorryView Card Space Pawn

SorryView	
Responsibilities	Collaborators
<ul style="list-style-type: none"> Loads the user interface 	<ul style="list-style-type: none"> GameManager Main

BlueConverter, GreenConverter, RedConverter, YellowConverter	
Responsibilities	Collaborators
<ul style="list-style-type: none"> Converts index from one board to another 	<ul style="list-style-type: none"> Player