

Board	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Initializes spaces on board• Intializes 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