

Class: Player

Responsibilities: knows how much money they have, knows what properties they have, knows what token represents it,

Collaborators: Property, Die, Utility, Railroad, PlayerToken, Jail

Class: Property

Responsibilities: knows its name, knows its color, knows its purchase price, knows if it's owned, knows who owns it, knows its rent cost, knows which properties have houses/hotels

Collaborators: Player

Class: Utility

Responsibilities: knows its purchase price, knows the "rent" cost

Collaborators: Player, Die

Class: Railroad

Responsibilities: knows its purchase price, knows the "rent" cost

Collaborators: Player

Class: Token

Responsibilities: knows where on the board it is, knows what player it represents, moves the number of spaces rolled

Collaborators: Player

Class: Die

Responsibilities: produces two random numbers 1-6, displays those random numbers, knows when it's been clicked

Collaborators: Player, Utility, Board

Class: Jail

Responsibilities: Holds players that are sent there, and allows other players to pass through

Collaborators: Player

Class: Board

Responsibilities: Displays the properties, displays the player token

Collaborators: Player, Die