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| Class Name | Interface |
| Responsibilities | To interact with the 3 collaborators passing along all necessary information including the following:  Connect to databases, User Input, checking answers, resetting the GUI, helps determine flow of game, and allows user to know what’s happening in the game. |
| Collaborators | Round, Game, GUI |

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| Class Name | GUI |
| Responsibilities | To display the board, questions, and answers to the user. To send user activity to the interface in order for the game to run. |
| Collaborators | Interface |

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| Class Name | Game |
| Responsibilities | Using interface, continuously play rounds between 2 players until there is a winner. |
| Collaborators | Round, Player, Interface |

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| Class Name | Round |
| Responsibilities | To run through a full round of the game and calculate and assign points where applicable. |
| Collaborators | Interface, Player |

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| Class Name | Player |
| Responsibilities | To keep track of scores and define human and computer |
| Collaborators |  |

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| --- | --- |
| Class Name | Computer |
| Responsibilities | To define player methods for computer use |
| Collaborators |  |

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| --- | --- |
| Class Name | Human |
| Responsibilities | To define a player methods for a human being |
| Collaborators |  |

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| --- | --- |
| Class Name | Main |
| Responsibilities | To call a new instance of Interface starting the game. |
| Collaborators | Interface |