**Design Choices**

**1. Identify the objects of our program**

The central nouns in the game requirements were **Director**, **Gems**, **Rocks**, **Seeker** (Player), and **TerminalService**.

**2. Define responsibility, behaviours and states for each object and Translate object designs to class designs**

**3. Identify the relationships between your objects**

Structural Relationships  
  
  
  
  
Behavioural Relationships