

Game

- initialising game state
- managing turn logic
- handling end of game

- Board
- CardStack
- Player
- Call
- Character Card
- RoomCard
- WeaponCard

Board

- Storing current game state
- Initialising players
- Initialising rooms
- initialising weapons
- player movement
- movement validity
- printing

- Room
- Game

Player

- Suggest
- Accuse
- Leaving and entering rooms

- Game
- Position
- Card
- Room

Position

- storing board position

- Player
- Room

Card

CharacterCard RoomCard WeaponCard

- Storing the name of a game card
- CardStack

CardStack

- Storing the deck of unused cards
 - getting a random WeaponCard
 - getting a random CharacterCard
 - getting a random RoomCard
 - getting a random card
- Card

Room

- Storing players that come into it
- Board
 - Player
 - Room
 - Position