

Game	
<ul style="list-style-type: none"> • Construct other objects • Place objects in collection • Act as a hub so other classes can access each other 	<ul style="list-style-type: none"> • Board • TextClient

Board	
<ul style="list-style-type: none"> • Read from files • Create objects • Put them into collections • Keep track of most other game objects 	<ul style="list-style-type: none"> • Game • TextClient

TextClient	
<ul style="list-style-type: none"> • Presents user with information and options • Reads user input • Schedules player turns • Deals with endgame logic 	<ul style="list-style-type: none"> • Game • Board

Tile	
<ul style="list-style-type: none">• Stores information about Rooms and WeaponTokens• Displays itself to give a graphical representation of the board• Gives CharacterTokens important information	<ul style="list-style-type: none">• Board• Room• WeaponToken• CharacterToken

Card	
<ul style="list-style-type: none">• Stores a string and a type	<ul style="list-style-type: none">• Game• TextClient• Player

CharacterToken	
<ul style="list-style-type: none">• Remember a player's position• Movement	<ul style="list-style-type: none">• Player• Board• Tile

Room	
<ul style="list-style-type: none">• Hold WeaponTokens• Give CharacterTokens exit information	<ul style="list-style-type: none">• CharacterToken

WeaponToken	
<ul style="list-style-type: none">• Getters and equals	

Player	
<ul style="list-style-type: none">• Hold Cards• Store information	<ul style="list-style-type: none">• TextClient• CharacterToken• Game