

Game

- Players: List<Player>
- days: int
- maxdays: int
- rooms: Map<String, Room> = XML
- deck: List<Scene> = XML

getScenesOnBoard(): int  
PlaceScenes()  
bonusPayout(Room)  
getRoomMap(): Map<String, Room>  
getPlayerSC(): List<Players>  
getDay(): int  
getMaxDay(): int  
nextDay()

SetRoom

- Extras: List<Role>
- scene: Scene
- shots: Map<int, Area>
- shotsLeft: int

getExtras(): List<Role>  
getScene(): Scene  
getShotMap(): Map<Integer, Area>  
getShotPosition(): Area  
setScene(scene)  
resetShots()  
shoot()  
getBudget()

Room

- adjacentRooms: List<String>
- name: String

getName()  
isAdjacent(room)  
getAdjRooms()

Scene

- roles: List<Role>
- visible: boolean
- scene: int
- budget: int
- name: String
- imageName: String

Set/getters

GameController

game: Game  
board: Board  
curPlayer: Player

move()  
takeRole()  
act()  
rehearse()  
upgrade()  
endTurn()  
checkGameEnd()  
displayMessage()  
endGame()

Board

- labels: JLabel
- buttons: JButton
- layeredPane: JLayeredPane
- players: Map<Player, JLabel>
- scenes: Map<SetRoom, JLabel>
- shotTokens: Map<SetRoom, JLabel>
- imageFolder: String
- playerColors: String[]

Setup()  
createLabels()  
createMenu()  
PaintActions()  
PaintPlayer()  
PaintScenes()  
PaintShotCounter()  
displayMessage()  
selectionBox()  
class MouseListener

Player

- credits: int
- dollars: int
- practiceChips: int
- rank: int
- hasMoved: boolean
- hasActed: boolean
- room: Room
- name: String
- dice: Random

act()  
rehearse()  
move()  
takeRole()  
freeRole()  
upgrade()  
onRole()  
getRole()  
getRoles(): List<Roles>  
calculateScore()  
getters/setters

Role

- player: Player
- requiredRank: int
- name: String
- inScene: boolean
- isTaken(): boolean
- take(player)
- getters/setters

Area

- x: int
- y: int
- w: int
- h: int

getters/setters