

Game Loader	
Responsibilities	Collabolatores
initalization of main classes runs game	BoardManager Board

Translator	
Responsibilities	Collabolatores
allows to change game language keeps messeges in a few languages	BoardManager

Board Manager	
Responsibilities	Collabolatores
<ul style="list-style-type: none">- say hello to players- ask players names- give playersopportunity to decide who begins Player- announce winner- keeps order of playerturns- ask about bord size	Arbiter Board

PlayerRegister	
Responsibilities	Collabolatores
- keeps list of player's in game	BoardManager

PlayerQueue	
Responsibilities	Collabolatores
<ul style="list-style-type: none">- check who's turn isnext	BoardManager PlayersRegister

Player	
Responsibilities	Collabolatores
<ul style="list-style-type: none">- allow real player to make a move- know player name- know player score	BoardManager Board

Arbiter	
Responsibilities	Collabolatores
<ul style="list-style-type: none">- Decides who wins- After each turn decidesif game is over- give scores	Board Board Manager

Board	
Responsibilities	Collabolatores
<ul style="list-style-type: none">- keeps elements of board- keeps size of board	BoardCell

BoardPrinter	
Responsibilities	Collabolatores
<ul style="list-style-type: none">- prints board	Board

BoardCell	
Responsibilities	Collabolatores
<ul style="list-style-type: none">- keeps coordinates ofitself- keep state: empty, 'X'or 'O'- disallows turning cellto 'X' or 'O' <p>if it was already turned into one of that</p>	BoardCell