|  |  |
| --- | --- |
| GameObject | |
|  |  |

|  |  |
| --- | --- |
|  | Board |
| Individual players | Player |

|  |  |
| --- | --- |
|  | Player |
| Stores a character type | CharacterType |
| Knows player name | CharacterType |
| Stores Hand | Card |

|  |  |
| --- | --- |
|  | Estate |
| Knows the room | RoomType |
| Stores a weapon | WeaponType |
| Knows its width | int |
| Knows its height | int |
| Stores a list of door locations | Position |
| Stores a list of players | Player |

|  |  |
| --- | --- |
|  | Tile |
| Knows presence of Player | Optinal<Player> |

|  |  |
| --- | --- |
|  | BoardObject |
| Knows Location | Position |

|  |  |
| --- | --- |
|  | Card |
| Contains item | BoardObject |

|  |  |
| --- | --- |
|  | PlayerCard |
| Stores the guessed player | Player |

|  |  |
| --- | --- |
|  | WeaponCard |
| Stores the guessed weapon |  |

|  |  |
| --- | --- |
|  | RoomCard |
| Knows the room | Estate |

|  |  |
| --- | --- |
|  | Position |
| Stores an X coordinate | int |
| Stores a Y coordinate | int |

|  |  |
| --- | --- |
|  | Wall |
|  |  |