GameManager	
Responsibilities	Collaborators
- Create a frame - Create a loop to constantly update the game (game loop) - Switch menu screens - Create a map - Create resources - Switch between states (game, menu, win/lose) - Start game (single player or multiplayer) - Play background music - Display info	- GameObjects (package) - Network (package) - GameUtility (package) - Menu

Map	
Responsibilities	Collaborators
- Create walls - Create players - Create monsters - Encode itself to send to network - Assign power-ups to walls - Add objects - Remove objects - Retrieve objects	- GameObjects (package) - Network (package) - GameUtility (package) - GameManager

GameObject	
Responsibilities	Collaborators
- Have a collision group - Have a location - Have a type - Update - Vanish	- Map - GameManager

Player	
Responsibilities	Collaborators
- Move around - Plant bomb - Pick up power-ups - Store power attributes and an ID for multiplayer	- Map - Resources - Bomb - PowerUp

Bomb	
Responsibilities	Collaborators
• Create explosion • Vanish after exploding	• Player • Explosion • Resources

Explosion	
Responsibilities	Collaborators
• Destroy everything that is destroyable • Vanish	• Map • Resources • Bomb

Network	
Responsibilities	Collaborators
• Store updated info from other games in the network	• MPClient • MPServer • GameManger

Menu	
Responsibilities	Collaborators
• Let users choose between multiplayer and single player • Display winning/losing screen	• GameManager • GameKeyboardListener • Resources

Monster	
Responsibilities	Collaborators
• Walk randomly • Destroy player • Spawn randomly • Die from explosion	• GameMap • Player • Explosion

Wall	
Responsibilities	Collaborators
• Block movements • Have 2 types: destroyable and non-destroyable • Destroyable walls contain power-ups	• GameMap • Player • Explosion • PowerUp • Monster

PowerUp	
Responsibilities	Collaborators
- Randomly hidden in walls - Change players' attributes	- GameMap - Player - Wall

Resources	
Responsibilities	Collaborators
Load images and sounds	- GameManager - GameObject - Menu

GameUtility	
Responsibilities	Collaborators
- Detect collision - Calculate distance between two points - Convert between frame-based coordinates and grid-base coordinates	- GameMap - GameManager - GameObject

AudioPlayer	
Responsibilities	Collaborators
- Play sound - Stop sound - Loop sound	- GameManager - Player - Bomb

GameKeyboardListener	
Responsibilities	Collaborators
Take user inputs from keyboard	- Player - Menu