

Character class

String name
String role
String description
String alibi
Hashtable<String> characterInfo
ArrayList<String> inventory
Room location

getName()
checkAlibi()
checkDescription()
checkInventory()
checkHasCharacterInfo()
checkCharacterInfo(String name)
getCharacterInfo(String name)
isMurderer()
getLocation()

Room class

String name
Hashtable<String, String> evidence
String description
ArrayList<Character> characters

getName()
checkDescription()
showCharacters()
hasCharacter(Character c)
showEvidence()
hasEvidence(String item)
checkEvidence(String item)
getCharacters()
addEvidence()
addCharacter()

Gameplay class

Hashtable<String, Character>
characters;
Hashtable<String, Room>
rooms;
Player player;
ImmutableGraph<Room> map;

gameLoop()
investigateCharacter()
guessMurderer()