

Character class

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

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

Room class

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

getName()
checkDescription()
checkEvidence()
getCharacters()
addEvidence()
addCharacter()

Gameplay class

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

gameLoop()
investigateCharacter()
guessMurderer()

