Class: Card	
Responsibilities	Collaborators
Knows its description.	
Able to retrieve its description.	

Class: RoomCard	
Responsibilities	Collaborators
Knows its description, e.g. "Lounge".	Card
Able to retrieve its description.	Card

Class: WeaponCard	
Responsibilities	Collaborators
Knows its description, e.g. "Dagger".	Card
Able to retrieve its description.	Card

Class: CharacterCard	
Responsibilities	Collaborators
Knows its description, e.g. "Mr. White".	Card
Able to retrieve its description.	Card

Class: Token	
Responsibilities	Collaborators
Knows it's (x, y) coordinates.	
Able to retrieve its coordinates.	
Able to relocate on the board.	Board

Class: CharacterToken	
Responsibilities	Collaborators
Knows it's (x, y) coordinates.	Token

Able to retrieve its coordinates.	Token
Able to relocate on the board.	Board

Class: WeaponToken	
Responsibilities	Collaborators
Knows it's (x, y) coordinates.	Token
Able to retrieve its coordinates.	Token
Able to relocate on the board.	Board

Class: Cluedo	
Responsibilities	Collaborators
Knows murder circumstances	Triple
Knows collection of all room cards	RoomCard
Knows collection of all character cards	CharacterCard
Knows collection of all weapon cards	WeaponCard
Knows a board	Board
Knows collection of 3-6 players	Player
Determines number of players	
Setup character tokens for each Player	Player, CharacterToken
Setup murder circumstances	RoomCard, CharacterCard, WeaponCard, Triple
Setup the collections of room, character, and weapon cards.	RoomCard, CharacterCard, WeaponCard
Setup a board	Board
Setup a collection of 3-6 players	Player
Deal cards evenly to all players	Card, RoomCard, CharacterCard, WeaponCard, Player
Run and manage the game	Player, Board, Card, Triple, CharacterCard, WeaponCard, RoomCard, Token, CharacterToken, WeaponToken
Check if gameover when a player makes or	Player

correct accusation, or all players have lost from making accusations.	

Class: Player

Responsibilities	Collaborators
Knows a character token	CharacterToken
Knows a collection of cards	Card
Knows state (either lost or playing)	
Rolls dice	
Makes a turn, consisting of rolling dice, moving character token, suggesting or accusing.	Token, CharacterToken, WeaponToken Board, Card, WeaponCard, RoomCard, CharacterCard, Triple.
Makes an accusation	Triple
Makes a suggestion	Triple
Makes a refutation	Triple, Card

Class: Board

Responsibilities	Collaborators
Knows a grid of 24x25 Squares	Square
Knows grid row and column dimensions	
Sets up a grid of 24x25 Squares, including rooms, corridors, cellar, and entrances.	Square, Room, Corridor, Entrance, Cellar
Setup Player's CharacterTokens inside starting Squares.	Square, CharacterToken, Cluedo, Player, Tokens.
Setup weapon tokens inside random Squares corresponding to a Room. No Room can initially have > 2 weapons.	Token, WeaponToken, Room, Square.
Retrieve a square from the grid, given an (x, y coordinate).	Square

Class: Triple

Responsibilities	Collaborators

Knows a weapon, character, and room card	Card, weaponCard, characterCard, roomCard
Able to retrieve weapon, character, or room cards	Card, weaponCard, characterCard, roomCard

Class: Accusation	
Responsibilities	Collaborators
Knows a weapon, character, and room card	Triple
Able to retrieve weapon, character, or room cards	Triple

Class: Suggestion	
Responsibilities	Collaborators
Knows a weapon, character, and room card	Triple
Able to retrieve weapon, character, or room cards	Triple

Class: Envelope	
Responsibilities	Collaborators
Knows a weapon, character, and room card	Triple
Able to retrieve weapon, character, or room cards	Triple

Class: Square	
Responsibilities	Collaborators
Knows whether the square contains a token	Token
Set whether this square has a token	Token

Class: Room	
Responsibilities	Collaborators
Knows whether the square contains a token	Square
Set whether this square has a token	Square

Class: Corridor	
Responsibilities	Collaborators
Knows whether the square contains a token	Square
Set whether this square has a token	Square

Class: Cellar	
Responsibilities	Collaborators
Knows whether the square contains a token	Square
Set whether this square has a token	Square

Class: Entrance	
Responsibilities	Collaborators
Knows whether the square contains a token	Room
Set whether this square has a token	Room