

**Class: Player**

Responsibility	Collaborator
Set the starting tile of the player.	Board
Know the name of the character that the player is playing.	
Add card to hand.	Card
Add cards 'seen' to hand.	Card
Knows the current tile the player is on.	Tile
Know if a card in a player's hand is equivalent to another card.	Card
Superclass of computer player.	
Set the tile of the character.	Tile

**Class: ComputerPlayer**

Responsibility	Collaborator
Set the starting tile of the player.	Board
Know the name of the character that the player is playing.	
Make a guess of 2 cards.	Board

**Class: Card**

Responsibility	Collaborator
Interface for card types.	
Forces a toString method.	

**Class: WeaponCard**

Responsibility	Collaborator
Know the weapon name.	
Know if a weapon card is equivalent to another card.	

**Class: LocationCard**

Responsibility	Collaborator
Know the location name.	
Know if a location card is equivalent to another card.	

**Class: CharacterCard**

Responsibility	Collaborator
Know the character name.	
Know if a character card is equivalent to another card.	

**Class: Game**

Responsibility	Collaborator
Holds evidence folder.	Card
Holds all players in the game.	Player
Knows when the end of game condition is met.	Card
Create a new game object and populate the lists.	Board, Player, ComputerPlayer, Card
Run the program.	Board
Let the player input and make a guess.	Card, Player, ComputerPlayer
Let the player input an accusation and make an accusation..	Card, Player
Moves player around board in desired direction for the sum of the dice.	Player, ComputerPlayer
Knows the number of human players participating and determines the need for a computer player.	Player, ComputerPlayer
Populate the card sets and deal out the cards to all the players.	Card, all Card subclasses, Player
Visual representation of gameplay.	Player, ComputerPlayer, Card

**Class: Door**

Responsibility	Collaborator
Knows location, direction and position of the door.	Location, Tile
Let the player enter a room.	Player, Location
Let the player leave a room.	Location, Player, Tile, Board

**Class: Location**

Responsibility	Collaborator
Stores players.	Player
Knows how much space is taken up by this location.	
Knows the name of the location.	
Add players into this location.	Player
Remove players from this location.	Player
Get the top left position of this location.	
Get the bottom right position of this location.	
Get, set and swap weapons in location.	Weapon

**Class: Tile**

Responsibility	Collaborator
Knows the position of the tile and if there is a player on the tile.	Player
Set the position of the tile to a point.	
Set player on tile.	Player
Knows if the tile can be moved on.	

**Class: Board**

Responsibility	Collaborator
Holds tiles on the board.	Tile
Holds the locations in the game.	Location
Hold the doors.	Door
Hold the obstructions.	Obstructions
Generates tiles.	Tile
Reset valid move spaces.	Tile
Add Player.	Player
Check if a move made by a player is valid.	Player, Board
Knows where players are on the board.	Player, Location
Moves Player.	Player, Direction(enum)
Creates visual representation of the board.	Player, Location
Generate new positions given direction.	

**Class: Weapon**

Responsibility	Collaborator
Knows weapon name and symbol.	
Knows if a weapon is equivalent to another object.	

**Class: Obstruction**

Responsibility	Collaborator
Holds two points.	
Knows if a point is an obstruction.	