Exercise 1

# 1.2) Following the Responsibility Driven Design, describe the main classes you designed to be your project in terms of responsibilities and collaborations.

Game / GameMaster

Responsibilities: Initialize the game and ensure the correct execution of the game rules. Determine

# 1.3) Why do you consider the other classes as less important? Following the Responsibility Driven Design, reflect if some of those non-main classes have similar/little responsibility and could be changed, merged, or removed.