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From the start I decided we should use a interface to allow use to swap lots of different user interfaces in and out, because I thought it would be fun to make a telnet interface supporting multiple layers, and a graphics ui, and by doing that I would not only use good OOP practises, but also have heaps of fun.

The game works by creating a new instance of the Game, and telling it how many players there are and which UI interface to use.
The game then goes through and does the character creation / selection, and allocates cards to everyone.

Afterwards, it looks infinity calling TakeTurn on each Player class, which causes that player to roll, move and guess or accuse.

Each call to TakeTurn returns a instance of "Guess" which is then compared to see if the player should be shown any additional cards.

Each "game item" is representing as a subclass of the abstract class "GameObject" which is really just a way of representing the "cards".

The board is a 2d array of "BoardTiles" which implement GameObject, because that way I can not care about weather i'm dealing with a room or a character or a weapon.