Characters

- name : String
- hairColor : String
- eyeColor : String
- hasGlasses : boolean
- hasHat : boolean
- hasBeard : boolean
- gender : String
- race : String

+Characters(name, hairColor, eyeColor, hasGlasses, hasHat, hasBeard, gender, race)
+ isMatch(String Question) : boolean
+ String getName() : void
+ getName() : String
+ getHairColor(): String
+ geteyeColor() : String
+ getHasGlasses() : boolean
+ getHasHat() : boolean
+ getHasBeard() : boolean
+ getGender() : String
+ getRace() : String

Board

- characters : List<String>
- selectedCharacter : Character

+ Board(characters, selectedCharacter)
+ removeCharacter(String name) : void
+ getRemaningCharacters() : List<Character>
+ getSelectedCharacter() : Character
+ resetBoard() : void

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<<Abstract>>
Players

-playerName : String
-board : Board
- questionList : List<String>

+Player(playerName, Board)

+askQuestion() : String
+makeGuess(String name) : boolean
+getBoard() : Board

1   1   1   1

HumanPlayer

+ HumanPlayer(playerName, board)

ComputerPlayer

- eliminatedCharacters : List<String>

+ ComputerPlayer(playerName, board, knownQuestions)
+ decisionMaking(List<Character> remainingCharacters) : String

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GameGUI

+ GameGUI()
+ displayBoard() : void
+ displayQuestionList() : void
+ updateGame() : void
+ showEndScreen(boolean playerWon) : void
+ nextTurn() : void
+ checkWinCondition() : boolean
+ displayQuestionList() : String
+ updateGame() : void
+ onboarding(): void
+ instructions(): void
+ drawBoard(): void
+ refreshUserBoard(): void
+ refreshAIBoard(): void
+ eventHandeler(): ActionEvent

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Main

+ main(String[] args) : void