Board	
Knows players	Player
Knows rooms	Room
Game state (whose turn)	
Controls map	Tile
Knows solution	Type
Controls game logic	
Sets up game	

Entity – Abstract class	
Knows position	Position
Whats what type of entity it is	Type

Player – subclass of Entity	
Knows what is in hand	Type
Knows if it is in play or not	

Turn – Abstract class	

Move – subclass of Turn	
Knows move position	Position
Ensures move assumptions are met	
Carrying out the move logic	Board

Suggest – subclass of Turn	
Knows suggestion parameters	Type
Ensures suggest assumptions are met	
Carrying out the suggest logic	Board

Accuse – subclass of Turn	
Knows accusation parameters	Type
Ensures accuse assumptions are met	
Carry out the accuse logic	Board

Tile – superclass of all other Tiles	
Knows position	Position

VanityTile	
Knows its label	

EmptyTile – subclass of Tile	
Knows what is on it	Entity

RoomTile – subclass of Tile	
Knows what room it represents	Room

Room	
Knows type	Type
Knows players inside of it	Entity

Position	
Knows x coordinate	
Knows y coordinate	