

Player

String name
Tuple position
Arr(String) cards
Room room
Arr(String) detectiveNotes
bool accusationMade
bool Turn
void setPosition(Tuple position)
void setDetectiveNotes(Arr(String) notes)
void setRoom(Room room)
void addCard(String card)
Arr getDetectiveNotes()
String getName()
Tuple getPosition()
Room getRoom()
String getName()
Arr(String) checkCards(Arr(String) cards)
Arr(String) makeAccusation(Arr(String) cards)
Tuple move(int diceCount, Arr(int) directions)
void makeSuggestion(Arr(String) cards)

Room

String name
Arr(Tuple) doors
Arr(Obj) contents
String getName()
Arr(Tuple) getDoors()
Arr(String) getContents()
void addContents(Obj item)

Weapon

String name
Room room
Room getRoom()
String getName()
void setRoom(Room room)

Main

Arr murderEnvelope
Arr(Player) players
Arr(Weapon) weapons
Arr(Room) rooms

Level

arr[][] board
Arr(Tuple) roomDoors
Arr(Tuple) secretPassages