CluedoGame

- Load Board & Users
- Manage the LUI.
- Controls game play

- Board
- Path Finder
- Users
- LUI

Board

- Generate Sprites, Cells, Weapons and Rooms.
- Update Sprite, Cell and Weapon and Room information.
- Store Position of Sprite, Cell and Weapons.

- Sprite
- Cell
- Weapon
- Room.

User

- Store User information. Ie, name, number.
- Store User Sprite choice.
- Store a hand of Cards and observed Cards. (Both Sets)

- Sprite
- Card

Abstract
Card
Sprite, Weapon, Room

- Store Card Name

Card
Sprite

- Store Sprite information. Ie, name, position, user

- Cell
- User

Weapon

- Store Room weapon is in.

- Room

Room

- Store Cells and Weapon it occupies.

- Cell
- Weapon.

Cell

- Stores its Position on Board, and any Sprite on it.
- Knows its type, and any relevant information. Ie, RoomType -> Room.
- Knows its Neighbour Cells.

- Cell
- Room.

LUI

- Act as an interface between real Users and Game controls. Ie, Retrieve relevant input.
- Display game information to users.

- CluedoGame.

Path Finder

- Calculate Paths to and from Cells on the Board.
- Find Shortest Path
- Find Direct Path
- Remember visited Cells and Rooms.

- Board