CluedoGame

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

- Board
- Users
- LUI

Board

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

- Character
- Cell
- Weapon
- Room.

User

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

- Character
- Card

Abstract	
## Card	Character, Weapon, Room
- Store Card Name	

	Card
## Character	
- Store Character information. Ie, name, position, user	- Cell - User

Weapon	Card
• Store Room weapon is in.	• Room

Room	Card
• Store Cells and Weapon it occupies.	• Cell • Weapon.

Cell	
• Stores its Position on Board, and any Character 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.